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Advanced Dungeons & Dragons®

DragonLance®

Official Game Adventure

Dragons of Faith

by Harold Johnson and Bruce Heard

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TABLE OF CONTENTS

Prologue 2
Wherein the Tale is told and the story expounded thus far.

The Fall of Istar 5
Wherein the sad history of the Cataclysm at last is revealed.

Chapter 5: An Arduous Journey 6
Wherein the heroes journey through enemy lands.

Chapter 6: Dangerous Games in Flotsam 16
Wherein the heroes seek a ship, but meet their fate instead.

Chapter 7: The Blood Sea of Istar 22
Wherein the heroes must venture out upon the Haunted Sea to confront their destiny.

Chapter 8: Istar of the Deep 45
Wherein the wonders and horror of ancient Istar are revealed.

Chapter 9: The Battle of Istar 50
Wherein the heroes must face the terror of the sea.

Chapter 10: Friends in Need 54
Wherein old friends and allies are captured by their foes.

Chapter 11: A Hidden Refuge 56
Wherein the heroes must overcome despair and deceit to capture the key to victory.

Epilogue 59
A sad parting with old friends and new, and the dawning of a new day.

Appendices 25-40, 60-64

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Prologue

Notes for the Dungeon Master

Dragons of Faith is the twelfth module in the epic DRAGONLANCE® series. It continues the final book of the saga begun in DL10, *Dragons of Dreams*.

These modules re-create the conditions of the DRAGONLANCE story with the player characters cast in the roles of the epic's heroes. Thus it is recommended that this adventure be played as part of the continuing series, using the player characters provided. If players wish to use their own characters, however, you should permit them to do so. Take care that the party is as balanced as the character party included here.

This adventure may also be played as a stand-alone adventure without the rest of the series.

The player characters provided are some of the heroes of the DRAGONLANCE story. The equipment and magical items listed for each PC should be used if you have not played previous DRAGONLANCE adventures or have not used that particular PC before. If your party has played previous modules in the series, however, use the equipment listed on the cards plus any additional equipment the PCs have acquired during their adventures. The players may also choose any standard equipment in the AD&D® *Players Handbook*.

Special magical items are detailed in the section titled "Treasures of Legend and Glory." If the characters provided are not used, the DM should permit these items or their equivalents to be distributed among the party. Read the descriptions carefully before revealing any of the information.

In DL6, *Dragons of Ice*, the original party of heroes was split into two groups during the conquest of the city of Tarsis. One group fled south across the frozen wastes with the Knights of Solamnia and eventually joined in the War of the Lance to repel the draconian hordes.

This adventure follows the second group: Tanis, Caramon, Raistlin, Tika, Goldmoon, and Riverwind—the Heroes of Legend. They fled Tarsis in the company of Alhana Starbreeze, an elven princess, to rescue her father from the nightmare in the ancient elven kingdom of Silvanesti. They could not save him, but were able to end the nightmare and awaken the land with the dawning of spring.

If you do not have enough players to take all the heroes as PCs, run the others as friendly NPCs, or allow players to run more than one character. In any event, it is a good idea to keep the number of players to a size you are comfortable with.

Two new player characters are introduced in this adventure to replace any characters who might have been lost in previous adventures. These are the elfmaid Serinda and Kronn, a kender warrior-thief. These two are encountered during the first event.

In the DRAGONLANCE multi-adventure epic, some heroes and villains figure prominently in later adventures. If an important character should be slain during this adventure, the DM should invoke the "obscure death" rule. This rule states that, as in Saturday afternoon matinees, the circumstances of death of an important character should be confused and the body not found. Later the character may reappear with a story of how he miraculously survived. Sivaks, a race of draconians introduced in DL7, *Dragons of Light*, polymorph into their slayer's form when they die. This device may be used as one of the methods to explain an apparent death and subsequent return.

The DRAGONLANCE story is a complex saga. To run it well, read the adventure carefully, anticipate your players' actions, and think of how to motivate them when they become stuck or confused. In this adventure the motivation is that they are in unfamiliar enemy territory and seek to escape. There is danger of betrayal at every turn, and the DM should take care to create a feeling of being hunted.

Module Sections

This adventure is divided into several chapters that lead to the characters' final escape from enemy lands. The PCs have a great deal of freedom to determine how they pursue the quest laid before them in Chapter 5.

A synopsis of the intended flow of the story has been provided to aid the DM and help reduce the confusion caused by this freedom.

Each chapter begins with several *events* that occur at certain times, regardless of the actions or locations of the PCs. Following the events are *encounters* that are keyed to specific locations and occur only if the heroes go to the appropriate places.

For both events and encounters, those portions of the text enclosed in boxes may be revealed to the players at the start of the encounter. The remaining information is for the DM and should only be revealed in response to PC actions.

All monster statistics are located on the adventure cover for easy reference. Each event or encounter lists the number of monsters encountered and their motivations, as well as any special information regarding their tactics. The chart should then be used for combat.

In addition, several new sections are included and the DM should familiarize himself with these sections before play begins.

Character cards have been provided for the major NPC personalities—friends, foes, and neutrals. The DM should review these cards before play, giving special attention to the NPCs' motives and goals. These cards allow the DM to role play the NPCs. Under no circumstances should the players be permitted to read these cards as they contain information only for the DM.

Several special tales are provided and should be reviewed so the DM knows the proper time to use each one.

Tables of random events for each of the chapters are included here. The DM may use these to add excitement to the adventure. These tables include both random events and encounters as well as a new category called *omens*. Omens are mysterious happenings that may provide a warning to the PCs. The DM should adapt each event so that it suits the current situation of the PCs.

There is also a section of rumors and legends that the PCs can find by questioning the inhabitants of a place, overhearing a conversation, or discovering a written record. The DM may wish to develop some of the legends into further adventures for the PCs.

Finally, a section is included on the TALIS™ card deck. These cards are common to the world of Krynn and are used for games of skill and chance. Rules for three games have been included. The cards are used in this adventure to predict the future of the PCs' adventure and to set their goals for them. Instructions on how to use the cards in your own AD&D® adventures are also provided.

Ability Checks

Occasionally an Ability Check is called for against one of the character's abilities (Strength, Wisdom, etc.). Roll 1d20 and compare the result with the appropriate ability score. If the roll is less than or equal to the score, the action succeeds; if the roll is greater than the score, the action fails.

The World of Krynn

There are several important differences between the world of Krynn and standard AD&D® campaign worlds. New players should be made aware of these differences.

True clerics have been unknown on Krynn since the Cataclysm, a mighty catastrophe that destroyed the civilized nations and changed the face of Krynn. Many NPC clerics have no

Prologue

spellcasting ability, since they worship false gods. True clerics of good wear a medallion of faith bearing the symbol of their god. Only two gods of good, Mishakal, goddess of healing, and Paladine, the Celestial Paladin, are known. All PC clerics brought into the campaign must be of good alignment and worship one of these.

There are some evil NPC clerics who mysteriously have the ability to cast spells.

In this adventure, most PC elves are Qualinesti elves of the wood, except for Serinda who is from Silvanesti high elf stock.

PC dwarves are all hill dwarves, the only ones to involve themselves with the affairs of man.

On Krynn, the equivalent of halflings are kender. Kender resemble wizened 14-year olds and wear shoes. They have an insatiable curiosity, are fearless, and have a strong sense of humor. They are capable of taunting foes into reckless actions and are immune to fear of any kind.

In this world where civilization has fallen, gold has little value. The metal of demand is steel for crafting weapons. All normal prices are therefore expressed in steel coins. One steel piece (stl) is the equivalent of a gp in a standard AD&D® campaign. A gold piece on Krynn is the equivalent of an sp in a standard campaign.

Finally, dragons have been absent from Krynn for nearly 1,000 years and have only recently returned as conquerors. The terror of the old legends breeds fear in many people. The only dragons most people have seen are red, green, black, blue, and white dragons—all creatures of evil. Stories exist that once there were dragons of good—copper, bronze, brass, silver, and gold. Only the PCs have met some of these good dragons.

The Story Thus Far

To think that the glory of Krynn in the land of Ansalon has fallen to this. Once golden cities towered over the plains, and the banners of chivalrous knights danced from atop mighty towers above the amber fields. The kingdom of Istar, the star in Ansalon's crown, shone the brightest of all. For peace was upon the land, and evil had been driven back, even as dragons had been vanquished from the face of the world nearly a millennium earlier. It was an age of glory, an age of might.

Several hundred years ago, the gods turned away in anger at the proud actions of one man who dared attempt to command them. And so the darkness fell, and the Cataclysm rained its dark fire from the sky.

After those dark times, man slowly rebuilt, but it was a pale mockery of old glory, for man had turned from the true gods and built his own idols. And the gateway was opened for evil to return!

From out of the north they came, out of the Khalkist Mountains, on dark wings to the trumpet of horns of war. Bearing flame and flashing sword, the armies stormed across the land led by the dread juggernauts of legend, dragons, serpents of the night in unholy union with selfish men of evil. In their vanguard marched monstrosities from the netherworlds, corrupted forms of the mighty dragons: bestial dragonmen.

Yet a dim light of hope burned for Krynn in the southern lands. A small band of seven heroes from the town of Solace set out to seek the true gods. Five years passed and their search proved fruitless. In time six returned: Tanis half-elf, Flint the dwarf, Tasslehoff the kender, Sturm the knight, and the twins Caramon and Raistlin, one a mighty warrior, the other a cynical mage. But the seventh, Kitiara, dear sister of the twins and beloved of Tanis, did not return.

They were joined by the plainsman Riverwind and his beloved Goldmoon, chieftain's daughter of the Que-Shu tribe. Goldmoon possessed a gift of the gods, a crystal staff of healing. Through its power the Innfellows recovered the Disks of Mishakal, the writings of the true gods and thus did knowledge of the gods return to Krynn.

Armed with this blessed weapon, the heroes returned to Solace, only to find it fallen and the people cast into a horrible slavery in the brooding pits of the Dragonarmy's fortress of Pax Tharkas.

With the aid of Tanis's kin, the elves of Qualinesti, and the tavern maid Tika, a friend of their youth, the heroes entered the fortress and freed over 800 slaves, foiling the designs of the Dragon Highlord Verminaard.

Fleeing into the mountains, a refuge was found for the escaped slaves in the Hopeful Vale. The heroes braved the dangers of fallen Skullcap, ancient seat of power for the evil wizard Fistandantilus, to find the secret of the Dwarfgate, entrance to the legendary lands of the dwarves and safe passage through the mountains to the peaceful lands beyond.

Upon that arduous trek, the eyes of the Seeker priest Elistan were opened to the way of the true gods, and thus the High God Paladine re-entered the world of Krynn.

The heroes entered the dwarven lands of Thorbardin and there found the Tomb of Derkin, dwarfking, and defeated at last the Dragon Highlord Verminaard. There too they recovered the Hammer of Kharas and reunited the dwarven tribes.

The newly crowned dwarven king gave leave to the refugees to pass through his kingdom to safety. And there, at last, Goldmoon and Riverwind exchanged their vows and became as one.

But peace was not to be, for the dragons pushed their conquest farther south, and danger shadowed the land. The heroes sought safe passage by ship for their people in the port of Tarsis. They discovered to their horror how much the face of Krynn had changed, for Tarsis was now a landlocked city.

Here came a parting of ways. As the Dragonarmy pressed on the city, the heroes were divided in the chaos. Sturm, Flint, Tasslehoff, Elistan, the elfmaid Laurana, and her brother Gilthanas journeyed south with several Knights of Solamnia, in the hope of capturing a weapon to bind the evil dragons.

The others, Tanis, Caramon, Raistlin, Tika, Goldmoon, and Riverwind, fled east to safety with the aid of the elven princess Alhana Starbreeze. For this aid she set the heroes a task, to help her win through the haunted lands of Silvanesti to rescue her father, Lorac Caledon, the elfking.

That nightmare journey at last ended with the slaying of the green dragon Cyan, and the awakening of Lorac from his tortured dreams, the dreams that twisted and blighted the land. But Lorac's life could not be saved, and he died as spring budded in the forest and life returned to Silvanesti. Alhana returned him to the earth as he requested, rather than surrendering him to the flames as was elven custom. Thus sadly the heroes took their leave of the reborn land.

Now the heroes' journeys have taken them north to the human lands of Balifor and beyond. But these are conquered lands where men are not free and all are caught beneath the conqueror's fist. From out of these lands supplies are sent to reinforce the Dragonarmies. And from these lands the heroes must flee if they are ever to know freedom again.

How to Run the Adventure

This section explains the steps that should be followed to properly DM this adventure. Since the adventure consists of several elements found in different locations, it is important to understand how to use each part.

Chapters: The adventure is broken into chapters, each detailing information likely to be used in the order they are presented. Some DMs may need to use the information out of order. It is thus valuable to read all the adventure to learn what is detailed in each section.

Story Events: These events occur in the specified sequence and at the times noted no matter where the PCs are located. Story events move the adventure toward the climax and present important information. Story events also create the feeling that the world is alive and not just waiting for the PCs to act. A synopsis of the main story line is given below.

Time: Because events are linked to time, it is important that you keep a record of the day and time of day. You may choose the time of day at which an event occurs unless a specific time is listed in the text.

Traveling: Each hex on the wilderness map is 20 miles across. How fast a character moves depends on his method of transportation.

On Foot = a man can cross one hex/day
Mounted = a man can cross two hexes/day
Sailing = a sm. boat can cross three hexes/day
= a boat can cross six hexes in 12 hours
Flying = a creature can cross six hexes/day
(flier must rest for half of each day)

The speed of movement may be affected by terrain, weather, or currents (DM's option).

Random Events: Each day you should roll for the chance of a random event on the table for the locale. If an event is indicated, you decide whether it occurs during the day or at night. You may create your own events to reflect common occurrences on the road or you may run more than one event a day.

To create some variation in events, alter an event if it comes up twice or replace it with an event you have not used yet.

Encounters: Whenever PCs enter a new encounter area, turn to that section in the book. Terrain encounters are detailed in Chapters 5 and 7, while sea encounters are listed in Chapter 7. In some cases, an encounter area may have a collection of encounters from which you choose one or more.

Rumors: A table of rumors and where they may be learned is provided. You may use rumors to provide players with information about the locale at any appropriate time or when specifically mentioned in the rumor. You may expand upon these rumors as desired.

Adding Details: You may create new side adventures based on local legends to add spice to your game if you wish. You might also like to create more detailed terrain maps. If you do, it is recommended that you enlarge each wilderness map hex to be 20 hexes across (one hex = one mile) and 13 hexes on a side. Creating detailed maps may prove to be of value if players want to explore one hex in detail.

Geomorphs: Several geomorphic maps are provided for creating your own ruins and cities. You can mix and match them, and you can even overlay sections. To record your creation, just use a piece of graph paper to note which pieces you are using and their orientations. Examples of how the geomorphs can be used are found in the adventure.

Clues & Tales: Finally there is a special section on written clues that may be discovered and tales of adventures that an individual might experience. Of note are the tale of "An Incredible Rescue," which may be used to explain a character's return when the party thought he had drowned or died, and the adventure within the Mindweb of the *Dragon Orb*, for those foolish enough to think they can control it.

Synopsis of the Story

This synopsis highlights the key steps of the adventure. Players may go in any of a number of directions, so this is provided to insure that the story progresses toward its climax. If the PCs stray too far from the course of the adventure, the DM should get them headed in the right direction by providing helpful information from strangers, through omens, or by warnings of places to avoid.

1) The adventure begins with the PCs traveling the road by night to avoid draconian patrols. Their first encounter has them rescue two new PCs, Kronn and Serinda, and possibly Waylorn, if he is not already with the party.

2) The PCs should be directed toward Goodlund for information and shelter. This direction may come from Kronn, from an encounter with the disguised silver fox and rebels, or from a stranger or spy.

3) The PCs should learn of the Oracle's prophecy and seek her for advice. Adventures result from searching for the way to the Oracle and perhaps being misled to the Dairly Plains.

4) Once the PCs learn their ultimate purpose, they should be directed to Flotsam to hire a ship. The cost to hire a ship is exorbitant and PCs should be provided with rumors about where or how they might acquire the needed funds. Opportunities include: exploring the Dairly Plains east of Goodlund where several ruins exist; visiting the dangerous islands of Elian, said to hold a city of wonders; raiding the treasury of the Dragon Highmaster; stealing into the Ogrebond stronghold; playing in a high-stakes card game.

5) During the journey and while at Flotsam, the PCs should have the opportunity to meet possible allies and featured villains, including Toede, the rebels, Sevil, Gildentongue, and Kitiara.

6) At Flotsam the PCs should be concerned with finding a boat to hire, avoiding the guards, and should be drawn into discovering the secret goal of the Dark Queen.

Other activities also occur during this time:

— Toede tries to find and capture the PCs.
— The rebels try to aid the PCs.
— Berem tries to avoid the PCs.
— Sevil aids the PCs if it suits him, or misleads them if he discovers their identities.
— Kitiara uses spies to sniff out strangers and then delays them with misdirection.
— Gildentongue seeks to discover the PCs' purpose and sends them into danger.

7) If Kitiara's ruse does not work, or the PCs return to Flotsam after following the ruse, Berem is kidnapped by Sevil. Encourage the PCs to locate and rescue him.

8) The storm that has been threatening for weeks arrives with all its elemental fury.

9) With Berem in tow, the PCs must flee and eventually should reach the *Perechon*. Under cover of the storm, they should evade any pursuit.

10) Direct the PCs toward the maelstrom. Perhaps Kitiara discovers them and gives chase, or they receive a plea for help in a sea encounter, or they seek the key to the Dark Queen's defeat.

11) PCs should eventually be called on to aid the sea elves in defeating the evil forces.

12) After the battle, word should reach the PCs about the following: Maquesta and friends were captured by pirates, Berem was sighted headed toward the Minas, and the *Perechon* was washed ashore on Karthay. PCs should be encouraged to take appropriate actions. During this time Lady Lengstrien and the Blue Wizard should join the party as escaped slaves. All paths eventually lead to Karthay.

13) The PCs should explore the gnome tower, thinking that Berem is there. Here Kitiara and Skie are unmasked and trap the PCs in the tower. They then fly north after Berem. Persuade the PCs to pursue Kitiara if they do not do so on their own.

14) The final confrontation between Kitiara and the PCs should occur after a mad chase. Victory seems in Kit's lap, but Berem makes an unexpected escape.

the glory of Istar dimmed as the Age drew to its close. The Kingpriest saw demons in shadows and despair in the night. Blinded by his own righteous pride, he would summon the very gods to do his bidding. From the heart of the land, from the Temple of Istar, he spun his folly, drawing from the essence of the land to strengthen the net he would cast.

How swiftly they forgot the prophesy of Loralon: That if ever man in pride should challenge the gods, woe betide the world. But the gods were loathe to destroy the beauty they created and sent warnings. These warnings were thirteen.

— The gods' hands will be withdrawn and Man will face his doom alone.
— The sky will lament and beat the earth with its tears and cries of anguish.
— Fear shall visit the land.
— Light will be devoured, hope will flee.
— Darkness and despair will be rekindled.
— The flame will fail on the hearth.
— And the plains will be cleansed.
— Brother will turn against brother.
— Knowledge will be veiled.
— Our children will bleed for our sins.
— Nature will turn against Man in outrage.
— The bounty will end and the blood of the land will wash the blot from the earth.
— And finally the earth will awaken!

But the Kingpriest in his pride did not heed the warnings. On the Eve of Yule, a time now known as the Night of Doom, all true clerics left the world for a higher plane, never to be seen again.

On Yule Day the sky turned a sickly green and a cyclone destroyed one of the seven towers of the temple, pelting the city with a rain of marble. Then the storm broke, to rage unending for a dozen days.

Each following day, reports arrived from across the land, telling tales of some awesome and troubling event.

A pall spread over Goodlund and Hylo, and the merry kender were found huddling beneath their beds.

The night sky darkened as Nuitari devoured silver God's Eye and red Night Candle.

The blackflame, the living destroyer of life, burned again in the dwarven halls. No flame burned in Solamnia. Fire raged across the plains of Abanasinia, scouring the land.

Lord Soth broke the council of the Knights and they sought to redress him in war.

In my own Palanthus, an impenetrable white mist obscured all. Only on the thirteenth day could I at last set pen to paper.

A cry came from Silvanesti that the trees were weeping blood. From Qualinesti came an alarm of animals turned violent. Tarsis told of torn and ruined nets, while northern ports spoke of red tides that washed through the streets.

And finally, the Lords of Doom and many other sleeping mountains belched forth rivers of lava and ash.

Through all this, few were the casualties, but the worst was at hand! Tremors began to shake the land, grinding away the lives of men as if so much wheat. A mighty roar filled the air. And the sky rained fire!

THE FALL OF ISTAR
FROM THE ICONOCHRONOS OF ASTINUS OF PALANTHUS, LOREKEEPER OF KRYNN,
IN THE 351ST YEAR AFTER THE CATACLYSM

Chapter 5: The Prophecy

How to Start

The adventure in DL12 begins about a month after the player characters awakened Lorac Caledon, the elfking. Leaving Alhana Starbreeze, the elfking's daughter, behind to mourn her father and begin to rebuild Silvanesti, the heroes journeyed north to Balifor. Discovering they are now in enemy-held lands, they seek passage on a boat to the free lands. But they must proceed cautiously, so as not to draw the attention of the conquerors.

If your players have played DL10, *Dragons of Dreams*, you may want to create a small adventure to bring them to this point. If they find a boat to cross the Bay of Balifor, it should wreck in a storm or be attacked and hulled by a shadowy dragon (see Event 15).

If your players are new to the saga, you should share "The Story Thus Far," on page 3, with them before beginning play.

Note that Serinda and Kronn do not begin the adventure with the party. With the party is the NPC druid, Waylorn Wyvernsbane. It is important that this character accompany the party. If the players have not played DL10, Waylorn is met with Serinda and Kronn.

The party starts the adventure in Encounter Area 6, in the hex with the star. This is done to move the adventure swiftly along.

Events

Event 1: Friends in Need

> The journey from Silvanesti has been long and tiresome. You leave that nightmare land to reawaken to the song of spring. But it remains shadowed, its king giving his life to renew the earth.
>
> The land has fallen to the conquering armies of the Highlords and their draconian minions. Freedom is a thing of the past, safety but a fleeting shadow. The land has fallen to hard times, and every man might sell his brother. Elves and their kin are hunted and any resistance seems useless. Your only plan is to raise sufficient funds to board ship to the free western lands.
>
> This eve's journey is interrupted by sudden shouts and the sound of a battle ahead.

Some 200 yards down the road, where a copse of trees forms a pool of shadow, a struggle is taking place. If the PCs listens they hear a voice swearing in Silvanesti Elf.

A hobgoblin patrol of 20, lead by a Bozak, has discovered Kronn and Serinda hiding in the trees and is attempting to capture them. Waylorn is here if he is not with the party. So far each has taken 1d8 points of damage, and there are four dead hobgoblins.

This group only carries 2d20 coppers plus credit vouchers for Port Balifor worth eight steel. They know little, but are under orders to stop strangers and capture any who seem odd.

Event 2: Traveling

The Dragonarmy has orders to detain any who appear odd and to bring them to Flotsam (Area 15) for questioning. They are also hunting elves and elfkin, as well as rebels. Most of the army tries to capture elves and rebels to gain the higher reward for living criminals.

Rebels watch strangers from hiding places and try to test their sympathies before revealing themselves. Rebels might offer aid to those captured or attacked by draconians.

The heroes have to either travel by night or assume some sort of disguise. Following are the chances that the party will be discovered if in disguise.

Weapon bearing heroes = detained
Hidden, but worn weapons = +10%
Farmer garb = 70%
Merchants = 50%

Entertainers = 40%
Dragon soldier garb = 35%
(PCs are asked for orders)
Soldier w/prisoner = 25%

Event 3: A Warning

If the PCs are still on the road after three days and have not turned toward Goodlund, run this event.

> Half a mile ahead, the road runs through boggy land and a squad of draconians occupy the road, questioning a small merchant party.

The patrol consists of 20 Baaz and a human leader (see Men, Warrior on chart). They are consulting with a small weasel-like fellow as they examine the merchants and their cargo. Suddenly they haul a man off a wagon and disarm him, then the merchants are handed a poster and waved on.

The PCs may remain in hiding or question the merchants as they pass. They have no love of draconians and will show PCs the poster or drop it as they pass. These are just eight common men trading in pelts and pottery.

The poster says the following:

REWARD!
for capture of elves
and their kin

Captured: 15 steel
Dead: 1 steel

If the PCs rescue the captured man, his name is Erewan, a rebel, and he will take the PCs to meet the Fox, Encounter 15B.

Event 4: Kender Catch

When the party enters Goodlund (Areas 11-14) for the first time, read the encounter description and then run this event at nightfall.

> This evening is overcast and gray. A chill wind howls. You move beneath the moonless sky with only the wan light from a spell to pick out your path.

Shortly after nightfall a dragon is sighted. He approaches from the northeast, remaining out of missile range. He wheels in the wind as if searching the ground and then moves on.

Waylom counsels that they seek shelter deeper in the woods. This night the woods appear black and twisted. The moan of the wind and the creaking and rustling of the trees make it difficult to hear each other.

Once in the woods, a small figure breaks from the brush and runs off down a trail toward Kendermore (Area 12). He seems injured, for he runs with a limp. He is actually the bait for an ambush and he tries to get the PCs to chase.

If the PCs pursue they eventually find him collapsed, lying face down on the ground. This is a trap. The straw dummy lies atop a covered pit. In front of the pit, hidden by leaves, is a net 10-feet wide. When someone falls into the pit (Dmg 1d4 - 1), the net is sprung and snares those standing on it. The person falling in the pit is tangled in a tarp and cannot get free.

This is a kender ambush and should be made to seem ominous. They stay out of the light, throwing water and dropping cloaks over light sources from the trees overhead. Using pikes and throwing rotten squash, they herd the remaining party beneath some weighted nets and capture them. PCs who are captured are bound, gagged and blindfolded.

If the kender are discovered or the PCs do not follow the bait, but track it later, they find the kender camp. The kender camp in branches of trees, using small hammocks and fires in clay pots. There are 30 kender and one leader. They are wary of strangers and only take them to Kendermore if they surrender their weapons.

Go to Event 5 for the journey to Kendermore.

Event 5: A Tiresome Trip

This journey should be run swiftly with no encounters on the way, unless the party is free to lend a hand. The kender take the PCs along a forest track to a small boat on the Bristle River (Area 11). They sail down to the fork and then pole up the Willow to Kendermore in one day.

If the PCs were captured, they are thrown across the backs of some ponies and carried to the riverboat. This is an unpleasant trip for the PCs as they are bounced around and jabbed by branches, or dropped in puddles of water. The entire trip is made in ominous silence.

Event 6: A Strange Welcome

This occurs when the PCs enter Kendermore (Area 12). If they came of their own will, they are lead through to a hall escorted by guards.

If they are brought here as prisoners, they are carried to the hall and dumped on the floor. When their blindfolds are removed, they are momentarily blinded by the bright light. Laughter and applause fill the room.

> This room is filled from wall to wall and floor to ceiling with giggling, nudging kender. Obviously some sort of feast hall, there are long tables, benches, and ornate pillars. The hall is 30 feet tall. Despite the gaiety, you notice that many kender have weapons drawn and ready. Three grim-looking kender in floor-length vests approach.

At first the party is accused of being mercenaries or spies of the Highlords and taunted with dire threats. If Kronn is with them and speaks for the party, the kender swap good-natured barbs with him about his choice of companions. They demand that he prove he is who he says. The kender are just having some fun at the party's expense.

After several minutes, or if it is pointed out that there are elves with the party, a tall kender with graying hair leaps down from a chandelier and shouts "Enough! Forgive our poor manners! Welcome to Kendermore! Welcome back son!"

This is Kronin Thistleknot, marshall of Kendermore and Kronn's father. He order a feast of roast pig, wine, bread, cheese, dried fruits, fish, and vegetables.

The PCs' weapons and gear are returned, though some items are missing and some pieces are not theirs. You should inform Kronn that he will eventually be able to steal back all of the party's gear before they leave.

The feast is swiftly set forth and all but the PCs have a grand time. The feast is very infuriating, for things keep appearing and disappearing before the PCs. They find kender children and women tugging at them and looking in their pockets while kender males slap them on the back. This should be played as a comedy of thefts and returns.

Rumors may be gathered during the feast, selecting either from the rumor chart or these:

- Draconian patrols rarely come here.
- Ogres patrol the area and have killed several kender.
- The ruins of Kendermore are rich in treasures and dangers, and are an interesting place to visit if the PCs would like a guide.

The Prophecy: At some time during the evening Kronin casually mentions a warning he received from the Oracle of the Woods, that a band of heroes gifted by the gods would pass through Kendermore. He was told to tell them they would be wise to seek her out. He wonders if the PCs have seen any such heroes?

The Oracle is said to have the ability to read the skeins of Fate and can show the best paths to take. Kronin does not remember the way to the Oracle, nor does any other. There is one, Master Spry, who might be sought for directions. He lives atop Springfalls at the source of the Bristle River.

The Gift: At the end of the feast, a woman, dangling bare feet from atop a pillar, suggests their guests be given a gift. All the kender agree and there is a shouting, giggling discussion. It is decided the gift is to be a companion to go along with them and return with the story of their great adventure.

Kronin chooses Kronn to go. Kronn is both cheered and jeered. He is tossed about by several kender, dumped in the punch bowl, and finally rolled down the carpet to the PCs' feet. The feast is over.

Event 7: Kronin's Council

Kronin is a wise kender, as kenders go, and may be sought for advice. Below are his responses:

Where can the heroes hire a ship? The only port with free ships is Flotsam (Area 15). He has heard of someone known as the Black Captain, who is said to be fair and close lipped.

How much might a ship cost? He thinks several thousand steel in these tough times.

Where might they find such money? He is unsure. He has heard of two ruins in the Dairly Plains (Legends 2 and 5) and of a valley of gems in the Ogrelands (Legend 19). Or they might try to steal from the Highmaster's treasury.

How do they reach Flotsam? It is four days journey overland to the west. Or they can travel to the coast in one day and hail a ship, or he offers to help them catch a small pirate ship.

What should they beware of overland? Watch out for ogres and the Shirgrenth. He give them a ring to identify them to a friend of his named the Fox.

If they decide to attack the pirates. Kronin says there is a secret cove that pirates often use at Northeach (Area 16) and gathers 15 kender to go with him and the heroes.

Event 8: An Eerie Feeling

As the party prepares to leave Kendermore, they get the eerie feeling that someone is watching them. There is an invisible spy, Gildentongue the Aurak, who is also searching for the Oracle. He follows at a distance.

Event 9: Searching for Spry

Kronn does not know Master Spry, but he learns the way to Springfalls (Area 13) and can guide the party there. Kronn recognizes many of the kender snares and warnings along the way and knows them to be mostly harmless. You should take Kronn's player aside and explain this to him. Kronn may do as he wishes with this knowledge, just let the player know when they are encountered by nodding at him.

The journey to Springfalls is fairly uneventful, but run three of the small kender encounters listed under Goodlund (Encounters 11 & 14).

Event 10. Master Spry

Sitting behind a rock in the clearing is an elderly kender with spectacles, fishing in the pool. He is surly and does not like to have his fishing interrupted, even though there are no fish in the pool.

If questioned, he answers in a rude and roundabout fashion, like the stereotype of an Arkansas farmer. "Yes, the Master's home is at the top of the cliff," "How would I know if he's home, I haven't been there." This fellow is Marigold Featherwhistle Spry, but does not admit it. He wants to be left alone.

The cliff is slick and dangerous. To climb to the top requires three Dexterity Checks at -2 (-10%). Using a rope eliminates the penalty. If a check is failed the character falls. On a second Dexterity Check at -4, he catches himself on a branch for 1d4 points of damage. Else, he falls into the pool at the base (Dmg 2d4).

The old kender does not appreciate them scaring the fish, and wonders aloud why they do not use the ladder behind the waterfall. This ladder is slick and requires one Dexterity Check to use. It exits through a tunnel at the top.

When the PCs return from the house, Spry admits he is the one they are looking for. "I would not live up there—too dangerous!" He tells them the way to the Oracle if they promise to leave him alone.

The way to the Oracle, he says, follow the river east to a divided tree. Then turn due north till they come to a doghead rock. Then go southwest till they come to the stony pointing finger. From there they must cross the Teeth of Despair, enter the Gap, and pass the Guardian. There is the Oracle's cave.

These directions lead the party in a circle, bringing them back past the pool and a half mile to the north. It is evening by the time they return and Spry is gone.

Event 11. The House

The top of the pinnacle is swept by a cold wind and there are patches of ice and snow. Spry's house sits on a spur of rock and is reached by a rickety old rope bridge.

This house has been abandoned for years and is now the lair of a taer. Spry lives in a cave. The house is in disrepair. Doors are warped and ajar.

PCs studying the house see a shadowy figure moving about on the first floor. If the PCs decide to search Spry's house, the taer retreats, making sounds as he goes which should convince the PCs that Spry is here. If the first taer is slain, there is a second one in the attic.

H1. Front Porch, Tree, and Veranda: The railing is weakened in several spots and breaks if someone leans against it (Dexterity Check or fall to the pool below).

H2. Dusty Foyer: Candlesticks stand on little shelves and several landscape paintings decorate the wall. As the PCs enter they hear footsteps retreat down H3.

H3. Empty Hallway: Cobwebs hang from corners. They can hear breathing in H6.

H4. Spiral Staircase: An old chandelier hangs in the middle of this room. There is a spiral staircase going up. A small table stands on a crumpled rug hiding the trapdoor down.

If the taer is upstairs at this point, he will throw a retch melon at the first one who climbs the stairs. If hit, the character retches for three rounds and is at 50% Strength for six turns unless washed with alcohol.

H5. Guesting Hall: Windows open onto a spectacular view. The furniture here is soiled. Fallen behind a cushion is an old potion bottle. It holds a *potion of super heroism.*

H6. Library: The taer waits here for someone to enter. The windows are draped and it is dim inside, so those seeing the taer might mistake him for a stooped old man. He knocks a bookshelf over on the first two who enter (Dmg 2d4). Then he flees through the opposite door and runs to the spiral stairs.

If no one comes to the library, he will climb the tree to the second floor.

H7. Kitchen: This room is covered with dirt and grime. The floor is rotting and if the taer fled through here, he jumped from one counter to the next. Anyone walking on the floor has a 2 in 6 chance of falling through. If a Dexterity Check is made, he catches himself and takes only 0-3 points of damage, otherwise he falls all the way to the pool.

H8. Hall & Balcony: This is an open hallway and patches of snow crust the floor. If the taer preceded the characters, he is in H11.

If the characters have followed the taer

through H11 and H10, or if the taer follows the characters, he is on the tree. The rattle of the icy branches should attract a character to the ice-coated balcony with rotting railing. The taer attacks to steal a character's weapon, causing the PC to make a Dexterity Check or slip and fall. Once the taer has a weapon, he climbs the tree to the attic (H13) and waits.

H9. Salon: This room has a faded red rug, three end chairs, and a side table. Within are 1,000 coppers that cascade out when the door is open (Dmg 1-4).

H10. Den: This room is dark and holds a small writing desk, a cabinet, and bookshelves. In the cabinet is a locked metal box that releases a *stinking cloud* when opened. It contains a rabbit foot and junk.

H11. Guest Room: If the taer is in here he has barricaded the door with furniture and it requires a total of 25 Strength points to break in. The room has a canopied bed and chest. The taer is hiding behind the head of the bed. When the PCs get near the bed, he tears the canopy off and drops it over the characters, blinding them for three rounds. The taer attacks twice, trying to steal a weapon and then retreats into H10. From H10 the taer exits through a window to the tree.

H12. Bedroom: This bedroom contains a set of stairs that climb to the attic. The taer is waiting at the top of the stairs and throws rocks down the stairs whenever someone tries to climb them. A character must save vs. petrify or take 1d6 points of damage. The taer has 10 rocks. He flees to H14 when attacked.

H13. Attic: There are several trunks full of moth-eaten clothes, an old cloak stand, and a pair of worn leather boots.

H14. Private Study: The room beyond is dark and when the door is opened the taer tosses dishes at the PCs. He can throw three per round (Dmg 1). If the PCs charge, he throws open the balcony door and flees.

This room is a private study. There is a ladder on one wall leading to a trapdoor in the ceiling. Beside the other door is a barrel full of dishes. Beneath a table covered by a cloak is a locked box. Inside are a kender's treasures—odd maps, a brass button, a battered goblet, and a *potion of extra healing*.

H15. Small Balcony: Small banners flap in the breeze on a rope here. Those who stand here are attacked by three skyfishers. The taer slides down the banner rope to the roof of the veranda (H1). Then he flees, destroying the rope bridge as he goes.

H16. Captain's Watch: There is nothing up here but a sky fisher nest. There are three adults who can fly and five young.

H17. Root Cellar: This door is barred. Inside is a root cellar. There are three casks. One holds 10 flasks worth of oil. Another has an ochre jelly. The last holds aged dark ale.

H18. Waterdraw Ledge: This passage is icy and slopes down to an abrupt dropoff. A PC must make a Dexterity Check to avoid slipping and falling to the pool below. A long rope is used to lower a bucket to the lake. It can hold one person's weight.

Event 12: The Path to the Oracle

The Berries

> Before you, an odd rocky formation points a stony finger to the southwest. At its base a tired oak grows in the midst of a stand of briars and weeds near a small hillock. Large golden berries hang from vines.

A path through the briars can be discerned from a tree. If the PCs try to cut their way through, they encounter four patches of tanglevines (AC 7; DMG 2-5/round; hp 20).

The berries grow high in the tree and may be picked by climbing the tree or standing on the hillock and using a bladed weapon. The hillock is a giant slug. It attacks after the PCs have the berries.

The Teeth of Despair

Now it starts to drizzle and the ground becomes slippery. After 300 yards, have the party make a surprise roll. If not surprised, they spot a figure behind a tree, unmoving. If surprised they stumble face to face with the corpse of a man pinned against the tree by a spiked sapling trap. It is the weasel-faced man from Event 2.

The next 100 yards are full of traps every few feet, and if the PCs look for them they can avoid them. If they do not look, there is a 1 in 4 chance each round that someone blunders into another spiked sapling (2d6), pungi stakes (1d4), or spiked pit (2d4). A wolf howls if a PC is wounded.

The rain starts to fall heavily and the party is pursued by 20 wolves who close to attack if the party stops for a total of three rounds. If attacked, the party may lure wolves into the pits by making a Dexterity Check to step out of the way in time, or a Strength Check to throw a wolf into a trap. Once the wolves have lost half their number they flee.

The Gap

The black maw of a tunnel opens in the cliff face ahead. This tunnel turns to the left after 100 feet and goes into a boxed valley.

Just around the bend are four weary ogres and their leader. If they hear the party approach, they retreat to the valley. They set an ambush for the party. If surprised, three ogres rush the party while two throw darts.

The ogres use a deadfall log to surprise the party first (save vs. petrify or first rank takes 2d6 points). Then two ogres use darts to pin the remainder of the party in the cave while the other three rush those hit by the log.

The Guardian

The valley is 100 yards wide. In the opposite cliff is a cave entrance, 50 feet above the ground. The valley is barren except for a leafless, lightning-struck tree 10 yards in front of the cave. This is really a living black willow. There is a hollow cavity at its base, shelter from the storm. The tree waits to attack one PC when the others are distracted.

A faint glow of a fire can be seen within the cave. High winds in the valley make it dangerous to levitate. The cliff is -40% to climb.

The Oracle

The cave is filled with an obscuring, shifting mist. As PCs explore the mists they find the chambers seem endless, filled with illusions of danger, such as:

—A *dancing light* of a man that almost leads them to a bottomless pit (10 feet deep)
—Doors that vanish when touched
—Voices of friends calling to them
—Dead comrades who seek to harm the PCs

No harm results from these illusions. After a while the PCs reach the central chamber.

Before a bubbling cauldron from which pours the mist sits a bulky figure in shadow. This is the Oracle, an ogress (use hag's stats on the Monster Chart). She is a hideous old thing and speaks in riddles and vagaries. If attacked she can double her size and use a giant broom to sweep the offenders out the mouth of the cave, actually only 50 feet away. Or if she is in real danger she shrinks to the size of a mouse and escapes.

The Oracle agrees that the PCs are the ones of whom she spoke, but she only casts their fortune for a price, those are the rules. She accepts the golden berries or a magical item. The party's fortune can be found in the TALIS™ cards.

At the end of the reading she gives a final warning that the choice for good or ill is theirs. Then fear creeps across her face and she says "Evil comes this way. T'will be my undoing." She vanishes and the mists clear.

The PCs find themselves in a bare cave with the entrance but 50 feet away.

Event 13: Looking Back

As the heroes leave, a PC looks back. He sees a man standing beneath the devil tree. There are two flashes of light from within the cave, and after a moment a hawk flies out.

This was Gildentongue seeking the Oracle. Failing to get the answers he sought, he attacked her and then fled as a hawk.

Event 14: Hailing a Ship

When PCs are in a coastal hex, there is a 1 in 4 chance that they sight a ship per day. To hail the ship, they must build a bonfire or signal in some manner. On a roll of 1 on 1d6, the ship does not respond, otherwise it draws close and puts a longboat ashore. Use the map of the pirate boat and the descriptions in the next chapter in Flotsam. The ship's captain asks for a fee of 100 steel per person to take the characters to Flotsam.

Event 15: Dragonstrike

If the PCs take a boat to Flotsam, this event occurs one hex away from the port.

> All day clouds have filled the skies. Now darkening the day to night. It looks as if you are facing a nasty squall.

If the PCs stole a pirate ship, the ship runs aground on a sandbar, 50 yards from shore.

If the PCs hired a ship, they are betrayed as the storm closes in. The PCs are outnumbered and taken by surprise. These pirates want to steal their valuables and throw them over the side.

Just as things start to look grim, a shadow falls across the ship. This is the bronze dragon Clarion. In the darkness he cannot be identified. Thinking this to be a pirate ship, he is set on sinking it. He will maneuver for two rounds. On the third round he fires a lightning bolt near the water line, hulling the ship.

The crew panics; the PCs may escape in a longboat to the shore.

Event 16: Helpful Stranger

On the second day of the overland trek, the party encounters Gildentongue disguised as Master Spry. He is as rude as when first encountered. He is curious about the heroes' purpose, however.

In return, he notes that if the party wants to use his boat to reach Flotsam then they are welcome to it. The boat is in a sea cave and he provides directions and leaves.

The cave is at the nearest coast and indeed there is a rickety old longboat with a sail there.

Encounters

1. Port Balifor

> Nestled beside a sheltered cove with barren steppes to its back, a low stone wall and a salty canal protect the town. This port has grown out onto the pilings of the many wharfs and piers and half the town is built above the tidal flats. Beneath the pilings is said to be another world.

Port Balifor is a conquered town. Weapons are forbidden, the penalty is flogging (Dmg = half hp +1d12). Troublemakers become hunted men. The soldiers can be bribed.

Strangers in town are welcome at the Pig and Whistle tavern. The owner, William Sweetwater, has the face of a pig, but is kind-hearted. He recommends that PCs go north to Flotsam.

The waterfront is under the control of the Dragonarmy and only their ships can come and go freely. Characters wandering in this area may be forced into work details.

Beneath the wharfs is a maze of pilings and sewers frequented by thieves, scallawags, and off-duty hobgoblins. Most anything can be bought here at 10 times normal price, but characters must beware discovery and betrayal.

2. Coast of Balifor

Patrols of draconians prowl this land and there is a 35% chance of meeting one each day.

A patrol consists of 15 Baaz and either a Warrior Leader on horseback or a Bozak with these spells: *light, magic missile, shield, esp,* and *web*. They question anyone they meet.

Once the party should witness eight Warriors and 13 Kapaks executing a dozen rebels.

3. Inner Steppes

This country is empty, save for an occasional huddle of farms. When the party first enters this land, they encounter a rough-looking warrior sitting on a saddle. He smiles wryly. His horse was commandeered by some hobgoblins for dinner. He is a mercenary and, seeing the party's weapons, notes that people carrying weapons had better join the dragons or find themselves spitted on their own swords. He may share a rumor or legend.

Squads of 15 hobgoblins mounted on wolves prowl the plains during the day.

4. Steppes Edge

> The high plains of the steppes fall off to flat grasslands to the east. Rugged bluffs form a wall against invasion. Blind canyons slice through the bluffs. A narrow band of clouds mount a tireless sentry along the ridge.

This ridgeline is mostly abandoned. There is a 20% chance that the PCs encounter a band of 10 bandits and a leader (use the slig statistics). The bandits use a decoy of an overturned wagon and three wounded merchants. Five Kapak bodies lie on the ground. These rogues are not really dead. The remaining bandits are hidden in grass-covered pits. They want to steal valuables and weapons and let the party live if they surrender these.

The bandits lair in a box canyon with 15 others, an ogre, and three watch wolves. They always post three sentries. Their treasure includes trade goods, rations, and some coins, gems, and jewelry worth a total of 2,356 steel.

There is a 10% chance each day that there is an earthquake in this area. Roll 1d4 for intensity: 1 = rumbling and tremors; 2 = knocked off feet; 3 = 10-foot deep crevices open; 4 = major collapse, burying all in a 20-yard span (Dmg 5d6, half if save vs. petrify) and gouts of steam (Dmg 1d6, save vs. breath to avoid).

5. Mellow Swath

> The grasslands stretch for miles. The spring thaw has turned patches into a muddy marshland. But out of the morass bloom spring flowers and trees bearing garlands of white blossoms.

Occasional farms are encountered here (30% abandoned). The local folk live in terror of something they call the Dark Queen's child, a giant serpent (refer to giant sea serpent statistics). The party discovers signs of the creature's existence, eight-foot-wide swaths of flattened grass and crushed bodies.

On the third day in this land they sight a manor house. Someone on the roof is waving a flag. There are four women, a boy, a girl, and a terrified hobgoblin hiding.

They try to convince the PCs to stay, fearing that the horror will catch up with them in the open. They only have enough food for three days. That night the serpent comes in the dark and drags the hobgoblin off into the dark. The snake returns each evening and chases those who try to flee through the tall grass.

6. Verdant Plains

Spring has started to paint the plains of Balifor green. There are few inhabitants, but buffalo roam the plains, herded by men with dogs.

The party begins the adventure here. There is a 35% chance that the party may find their way blocked by wild buffalo. Herders may be encountered here, but they avoid strangers. Reward posters are tacked to trees here.

7. Grimsome Glade

The forest presses close upon itself as if marshaling to hold back foes. The trees are full leafed and dim light and shadows flit beneath the canopy. The wind sighs through the woods as if a conspirator's whisper.

There is a 10% chance that they encounter a fallen log bridge that is really a black willow with something glinting in the hollow interior.

8. Wendle Woods

The undergrowth of tangled bushes restricts movement to narrow game trails. An occasional woodcutter or huntsmans hut is found huddling beneath the mighty trees.

The inhabitants do not like strangers. They hunt deer and fur animals for their pelts.

A band of 18 wild elves live in the woods. There are three druidic leaders who can control the elder elms in the area. These elves grudgingly give shelter if asked by elfkin. The night that they do, 28 Baaz and three Bozaks attack.

To the south is an overgrown stone road. The road leads to a vast abandoned courtyard.

9. The Break

The forest falls away to the north and south, leaving a gap of broken grasslands. A muddy road winds past clumps of thorny bushes. A mile north of the road stands an odd hut on stilts, smoke spiraling up from its chimney.

An old hag lives in the hut with three hellcats (use hellhound stats). She can cast two *illusions* a day and usually makes it seem that her hut can animate, turning and kicking at intruders, or making the hut's interior look benign. She is a cannibal and has cages, shackles, and stocks in her hut. She does not chase after people, but if someone comes visiting she tries to drug them and lock them up for later. She has a pouch of 20 gems (50 stl each) stuffed in a shrunken head.

10. Wendlerithing River

The waters of this river are high. Many trees stand with their trunks awash and bushy hummocks form marshy islands. Dogwood flowers on the banks.

Hidden in the weeds beside the bank, the PCs may find two small skiffs that barely hold 10 people and gear. Long poles may be cut to travel up river. Since the PCs are not accomplished sailors, whenever they face a difficulty, the rudder man must make a Wisdom Check. If he fails, anyone who does not make a Dexterity Check falls overboard.

Difficulties include choppy waters, high winds, snags, or being attacked while in the boat. A giant eel may (30%) attack anyone entering the water. This river is 100 yards wide and requires two Dexterity Checks to swim.

11. The Willow & Bristle Rivers

Running swift and darkly, this forest stream gurgles merrily through wild woodlands. Time and again the narrow stream tumbles over shallow falls or dances around rocks and snags.

This area has several encounters.

Kender: A patrol of 14 kender and a leader ambushes the party, decoying them with one kender who acts like a frightened child stuck in a tree. He is scared of weapons and tries to get PCs to put them down. If the party is known, the kender play practical jokes and taunt them.

Crazed Buffalo: This beast has eaten locoweed and charges after 1d8 rounds.

Log Bridge: This bridge is rotted and has a 20% chance of breaking and dropping the victim into icy water (Constitution Check or Dmg 1d4/round).

Snare: A piece of bright cloth or a coin lies beneath a bush. Picking it up triggers a noose that lifts the victim into the air.

Trap?: In the middle of a 30-foot-diameter puddle of mud lies a coin pouch with 50 copper. Those exploring may slip and fall in the mud. The center of the puddle is an eight-foot-deep mire, treat as quicksand. The pouch is on a short pole buried in the mud.

12. Kendermore & the Ruins

The woodlands appear bountiful. Winter squash, grape vines, and fruit trees are all abloom. The air is filled with the hum of bees. What first seems wild, is discovered to be carefully cultivated. Suddenly you are surrounded by armed kender.

There are 25 kender and two leaders. Unless they have some business in Goodlund, PCs are asked to turn around. If they desire to see the chief, the kender demand that characters disarm first, then escort them to Kendermore. If the kender are attacked they blow a horn.

What first appears to a tangled forest is the city of Kendermore.

Its gateway is a simple arbor giving onto a footbridge over a creek. Vines grow all over the squat, porticoed buildings with broad roofs and courtyards. Twisting stairs, ladders, and ropeways link the rooftops.

At first, Kendermore appears defenseless. Then you note the winding way, brambles between buildings, and numerous wooden bridges crossing deep gullys.

This town is filled with curious kender who show an inordinate interest in strangers. The PCs gain an audience and are robbed blind if they are not careful. If a kender is confronted he will return one item.

The ancient tomb, called the Ruins, is a mammoth structure carved out of a hill of rock. Here and there a few blocks remain carved with friezes of serpents and birds. Vines drape the ruins. Dark empty niches bespeak treasures long since pilfered. There seem to be no entrances.

If the PCs want to explore the Ruins, they need a kender guide to find an entrance. This ruin was once the tomb of a king, but has long since been cleared of undead. Anything PCs find will be stolen and left in the ruin before they manage to leave. Typical monsters encountered here include umber hulks and boring beetles who create more tunnels. Play the umber hulks as intelligent, seeking more to disrupt the party than to cause a lot of damage. Other creatures include a gargoyle automaton, ochre jelly, and a stupid ettin. The type of encounters found here include:

—Slides and pits of water with leeches
—Floors that collapse due to tunneling
—A semi-intelligent beetle hive
—Features from a *cloak of useful things* (DMG, pg. 227) placed randomly

Featured treasures include the following:
—A diamond the size of a baseball (500 stl)
—A golden orb and cupped scepter (1800 stl)
—A *wand of wonder* (36 charges)
—A *decanter of endless water*
—A *mirror of scrying*

13. Springfalls

The forest climbs a stony hill. You hear the plash of a waterfall. Rising above the woods is a 150-foot-high stone peak. Built on a spur of rock at the summit is a three-story house. A silvery strip of water cascades down the cliff to an ice-rimmed crystal clear pool

Details on the house are found in Event 11. Mountain goats climb the steep rock and butt climbers (use wolf stats). There is a grove with a hidden spring that causes those who drink from it to do things backwards. PCs may encounter animals who have drunk here.

14. The Gaggle Wood

The dark giants of the forest are just budding. Their twisted branches tangle hair and catch at cloaks. Prickly gooseberry and gray gorse huddle in the shadows, while songs of birds are a symphony within the cool recesses of the wood.

Encounters may occur in this area.

Ogres: This group of six ogres and leader is hunting for rebels. The leader is cruel and unloved by his fellows, who would cheerfully abandon him to certain death. If they spy the PCs, they try to catch one for questioning.

Slapshot: Here is an obvious covered pit. Stepping to either side triggers a branch that knocks the victim into the pit (Dmg 2d4).

Web: A web of vines blocks the trail and must be cut through. Every few feet cutting a disguised rope drops a rotten melon. There are three such ropes. If someone tries to sidestep the trap he trips a second rope swinging a club (Dmg 1d4, Knockout 1d4 rounds).

Roots: Tangled roots trip a character (Dexterity Check). If he falls he must make a Wisdom Check or suffer a sprain (half speed).

Shirgrenth: The land is scorched. In the shadows is a fearsome shape with glowing eyes. The beast waits, watching the party. This is a dummy of hides over wicker with lanterns for eyes. Within the beast are casks of tar, naptha and oil, which explode if they catch fire (Dmg 4d6; range 60 feet).

15. Flotsam

The forest has been cruelly cut back from the path. The trails are churned into mud by many clawed feet. Posters are tacked to trees. Seabirds soar overhead.

When the party first enters this area, they are watched. After a day a group of five rebels disguised as merchants are met and want to travel with the PCs. Later, they meet helmed mercenaries wearing Dragonarmy colors, actually more rebels. This is a test to see if the PCs fight the mercenaries when they start to get rough. If they do, the fight is ended before anyone is really harmed. The rebels offer to lead the PCs to their chief. If the PCs do not help they are allowed to continue after the rebels relieve them of their purses.

The rebels' base is hidden in a slough and reached through a maze of brambles. Silver Fox is friendly, though Badger growls a lot (see their NPC cards). Besides the rebels noted on the Fox's card, there are also six wolfhounds and a spotted lion trained by Badger. The rebels offer advice and information and may agree to aid the PCs as they can.

The land about is hilly and cultivated. A small, dirty village can be seen on the edge of a sheltered bay. This is Flotsam, a collection of all the castoffs of Krynn. The port is cupped in a vale and narrow rickety wharfs run out to deeper moorings. To the east a curving hook of land forms a stony bluff. The town's few respectable buildings are built upon that rock. This is the capital of the Highmaster of Balifor.

For details on Flotsam see Chapter 6.

16. Norreach

This land forms a windy bluff above the Sea of Istar. These grassy hills are home to few now, but once many small villages worked the land about. Now they are only empty shells, broken and overgrown.

There is a secret cove on the coast used by pirates. There is a pirate ship there now with 23 pirate guards and three warriors. If the PCs desire, they can try to capture the ship. If the three leaders are defeated, the remaining pirates agree to sail to a destination in return for their lives. This ship is only able to travel one day before worm-ridden wood causes it to sink. If the kender help capture the ship, they loot it before leaving. These pirates do not have any treasure, only eight casks of brandy and rations.

17. Woods Edge

Here the forest ends. The grasslands beyond are blackened, burnt back 200 yards from the verge of the woods. The fields beyond are dressed with clusters of thorny bushes.

A hunting party of 15 slig and a leader hide in the grass. They want to capture characters to carry off to feast (see Encounter 19). These slig attack in three groups.

18. Somber Coast

The rocky bluffs and low hills are carpeted with yellow grass. Clusters of thorn trees dot the land. Inland, large piles of stone sporadically interrupt the flowing fields.

Packs of 18 ghouls stalk this land at night, hiding in the ancient cairns by day. The cairns hold dried bones. Ancient coins may be found, but they have no value. If anything is stolen from a tomb, a *curse* descends upon the defiler; an increasing penalty of -1 per day to all rolls until the *curse* is removed.

19. The Laughing Land

Here the land is a sea of grass. Valleys are marshy and thorn bushes crest the hills. The crown of several hills are bare, beaten flat by many clawed feet. Remnants of bonfires stand in the centers.

Each evening the sound of stone drums beat across the night sky. A band of 29 sligs and two chiefs join in a feast of their latest captives, building a bonfire around victims tied to stakes. If no characters are caught, two human hunters are the victims. If the PCs rescue the hunters, they are thanked, but the hunters just want to return home and are abrupt in their leavetaking.

20. Writhingwreck

Tall sea grasses blow in the salt breeze. Briars crest sandy hills at the sea's edge. When the tide is out, one can walk miles from shore on the tidal flats. Crabs scuttle across the marshy ground and gulls circle above. Clouds of midges gather.

21. The Gullet

Here are muddy, marshy flats narrowing to the mouth of the Gullet River. When the tide changes, a 20-foot wall of water rushes across the land in 30 minutes

At low tide clams may be dug. There are patches of quicksand that may be blundered into. A character will sink below the surface in 2-7 rounds if not aided, and then must make a Constitution Check each round or lose 1/4th of his hit points

22. Lifesbreath

Gentle rolling hills are covered by spring grasses. The river bubbles noisily to the sea, forming a yellow froth. Cottonwoods crowd the banks. The breeze fills the air with foam and windseed.

Strangle vines grow along the riverbank.

23. Heartsblood

The river is thick and muddy, the hue of blood. Across the southern grasslands the river widens but remains swift. Only bare trees line the bank

Near the source of the river are the 3-foot tall entrances to a borer beetle hive. There are 32 beetles and 16 larvae. In the hive are the remains of a warrior and his *+1 shield* and *ring of warmth*

24. The Hollow Lands

Through this land the wind moans a dirge. These rugged upland plains are shrouded with gray grasses and barren trees. Bones are found thrusting up out of the earth.

Packs of 2d4 hell hounds hunt the land, baying at their prey. At night, 2d6 ghouls join the hunt, crawling from their burrows. A small shrine stands in the center of each hex, and is haunted by a wraith who warns the PCs to turn back, their time is not on them yet.

25. Bloodwatch Ruins

Here the grasses are withered and the blossoms have fallen. The land is windswept rocky hills. Overlooking the sea sits an abandoned monastery.

The inhabitants of this ruin were spared the devastation of the Cataclysm, but made to watch the destruction as punishment for their pious pride. Now they must watch for all eternity

Mariners believe they watch for the safety of the world, but landers believe that they tally our sins. This ruin includes encounters such as:

—Broken tombs and a maze of catacombs
—An endless corridor that teleports PCs back to its start again and again
—The living altar that animates its room
—A wall that weeps

Typical monsters include wraiths, ghasts, and ghosts who walk the halls and a lonely spirit who desires to talk unto eternity.

Treasures of the ruin include the following.

—The treasury (10,000 pp)
—A scroll of *protection from undead*
An *arrow of true finding* that can find north and *locate object* once per day
—The Heartsblood gem that possesses its owner (2,000 stl)
—A true clerical scroll: *raise dead*, *speak with dead* and *animate dead*

26. Lands End

Short grass dresses the long low hills and sandy soil. Gorse and briars twist through the grasses, making travel slow. On a northern spit of land is a large stone well.

Two spotted lions stalk this land at night and there is a 20% chance they may be encountered. Their den is between two leaning rocks. There are four cubs in the den (HD 3+3; Dmg half, hp 18). There is a battered old helm and a medallion on a chain with a 600-steel ruby that the cubs play with

The well appears to be bottomless. A spirit naga lives at its bottom (100 feet down), hidden by a *continual darkness* spell. When someone approaches the well, it claims to be the spirit of the wishing well. Then it tries to get the PCs to throw treasure into the well. If someone climbs down the well, there is a secret door into a cave with a tunnel up. The naga's treasures include 6,000 stl, 21 gems (worth 75 stl each), eight pieces of jewelry (250 stl each), *potions of clairaudience* and *cloud giant strength*, a scroll of *transmute mud to rock*, *stone shape* and *stone to flesh*, and a *bag of seven magic beans*.

27. Edgewater

Long white beaches of sand stretch before stony cliffs. Lying on the beaches are the rotting hulks of wrecks. Odd tracks of a beast that walks upright on two-toed claws may be found on the beach.

A family of vodyanoi, aquatic umber hulks, live just off shore and hunt the beach for food. In places the hummock of their tunnels can be seen. Elsewhere careful pits have been dug beneath the sand. When someone walks on one he falls into the beast's clutches

28. Northern Dairly Plains

Stony hills and heath rise from the plains. Rocky canyons and stream valleys slash through the hills. The ground is broken and rocky. There is a feeling of being watched here.

An unliving creature stalks these plains. By day he is *invisible* and nonmaterial, incapable of harming anyone. By night he gains solid form and hunts for someone to feed on. Use the death statue stats, but instead of *blinding* his touch can *paralyze*. In light he is AC -1, but is -1 to hit. In his throat is a black pearl worth 2,000 steel, but it regenerates the creature if exposed to moonlight

29. Windpipe Cove

Narrow paths cross cliffs and tumbled rock. Surf crashes against the cliffs. A faint hooting sound is heard in rhythm with the sea.

This land hosts the Maddening Spring. Those who drink from it once are cured of all ills, but those who then drink again must save vs. poison at -2, to benefit from the healing, or else they are driven mad for 2d6 days. This madness takes many forms

—Uncontrollable desire to laugh and giggle
—Cannot stay awake
—Dazed, confused, and wandering
Attacks any creature within 30 yards

The party may encounter some wild animals suffering from these symptoms. The spring is in a sea cave that hoots with the crash of the waves. The cave has various obstacles that require Ability Checks to cross, such as:

—A rocky, slippery wall to climb (Dex)
—Tight space to squeeze through (Dex)
—Poison sea urchins in tidal pool (Dmg 1d4)
Slanting crevice, may get stuck in (Str)
—Crashing surf that knocks one over (Str)

30. Boilers Bay

The sound of crashing waves and hissing surf echoes across the broken hills. Steep cliffs face the sea, and the shattered stone at its base is clouded with mist as waves crash against the wall. From a distance, the tall spumes of spray look like clouds of steam.

A flock of 14 skyfishers live in the cliffs

31. Eastern Coast

The cry of nesting birds fills the air. A narrow gravel beach edges the shore.

32. Southern Dairly Plains

Spring has begun to paint this land of broken hills and rugged gorges. The grass is turning green, and thorny plum trees blossom. The song of crickets fills the air.

You may run one of these encounters.

Swarm: This is an army of fierce velvet ants. Treat as the swarm in Area 14, but they do not *obscure* sight. Their venom causes intense pain for 2d4 turns (-2 to hit and damage).

Carrion: The evil odor of death is carried on the wind. The raucous call of a cowbird is heard as it chases gnats drawn to this grisly feast, the corpse of a man or slig.

Tomb: Through a cleft in a rock is the tomb of an ancient hero. This place has been robbed. A slig spear lies here. Beneath webs on the wall are carvings of a warrior astride a dragon wielding a mighty lance. In a gully outside is the shriveled form of a slig. Terror grips his face, for around his throat are gripped the hands of the dead warrior.

33. Thunderhead

A thundering, booming sound echoes here. To the east, a large cloud of spray frames the rocky cliffs. Rocky gorges and canyons split the land from the sea coast. There is no abundant life here, and the few animals you see are moving inland. You feel a tug in that direction.

In the center of this land is a grotesque beast that spins a magical net. When PCs enter this land, they feel a desire to travel to the center. Every hour a save vs. spell (at -1 for each hour here) must be made or the PC is compelled to move toward the heartland. The PC may resist, but at best he finds himself walking sideways, slowly spiraling in.

The heart of the land is a funnel of sand with the Feaster sitting in the middle. Any caught in the funnel slips to the center in three rounds. The Feaster cannot move out of the funnel. Use the undead beast stats, but it has two 20-foot-long bony hooked arms and a large 40-foot-long flail of bone. Its maw is many toothed and acidic (Dmg 1d8/round).

The creature has a treasure of 40,000 silver, 10,000 gold, 120 gems (10d10 stl each), and a *ring of swimming*.

34. Southern Coast

The seashore is edged by rolling hills and rocky bluffs. Off the shore are many small haystack islands, their summits covered with forest. Some of these islands may be reached during low tide, if one can climb the 50-foot cliffs. Pelicans wheel and dive in the waters.

Clans of 2d8 taer live on the islands.

35. Elian Wilds

Lush green forests mantle the island. The cry of wildlife and flutter of wings echo beneath the trees. No paths wend through the woods and one must cut the trail. There are overgrown blocks of stone and toppled pillars here.

There is a giant black panther who stalks the forest island (use spotted lion stats, hp 50). Its roars can be heard at night. The clans of forest taer are often its victims. There is a 20% chance the panther hunts the PCs.

On the southern tip of the island is a giant tree hut in which an ettin lives. The ettin is sly and can imitate the cry of wild animals. He wants to stew any tasty morsels he can catch in his snares and net. The ettin has nothing of value except for eight taer pelts (1d6 sp each) and 14 wolf hides (2d10 stl each). The roof of his porch is actually a seaworthy longboat.

36. Illtide Landfall

Tall, broad banyon trees stand on soots above a black cinder beach. Streams meander through the roots and cascade in a 15-foot-high waterfall from the higher inland. Broken planking and masts are washed up here beside colorful tidal pools.

37. Claren Elian

As one proceeds north there are more ruins. Finally the forest falls away to reveal the ruins of a once-glorious city, now overgrown and resembling a gigantic garden. Pillared courtyards vie for attention with many-tiered buildings that tower 60 feet above you. Friezes of serpents and flowers and ornate statuary decorate everything. In the heart of the city is a 150-foot-tall building. Slender crystal towers capture and focus the the light onto the center palace, which sparkles like a thousand stars.

This is the ruin of Claren Elian, host of the Garden of Wonder. Lost to the ravages of time, only this ruin of mystery remains. The types of encounters that may occur here include the following:

A reflecting pool that shows one's hearts desire (save vs. rod or stare forever)
—The Burning Light (Dmg 1d4)
—A sweetwater spring
—Moving stones and statues that change position and shape
—Dream Pollen that makes all seem fair

Creatures that haunt this place include gargoyles, jade serpents (use giant eels), natives (use wild elves), and a giant slug.

Treasures of note that may be found here:
—A *drum of warning* that beats when a foe is within 1 mile
—A trove of 800 pearls (20 stl each)
—Living crystal that bleeds when chipped; it shines in the dark for 2d8 turns
—Beautifully carved stones that whistle
An 18' tall pillar of steel (5,000 stl)
—A *sash of irresistable dancing*

38. Misty Isle

A veil of mist surrounds this isle. Sheer cliffs encircle the it. Forest crowns the plateau. A mournful lowing that chills the marrow comes from overhead.

The cliffs are 80 feet tall and -4 (-20%) to climb. Skyfishers may attack those who climb.

The summit of the island is covered by forest of giant trees and huge ferns. It rains every day. Immense insects dance in the air and huge lizards abound. A network of gorges and marsh isolates the center of the island. Giant bony tracks of some freature are found.

The great undead beast lairs here.

39. Ogrelands

Grassy steppes and dark forest give way to grim lands. The grass is withered and only a few thorny trees huddle beside stream beds. The earth is baked and cracked. Steep hills and dusty canyons wend through the south. To the north are hills and withered vegetation.

The ogrelands host the Vale of Vipers far to the west in a hidden canyon in the mountains. The valley is 200 feet deep, with groves of fruit trees and a clear lake with a fen. The stones of the vale are diamonds (20d6 stl each), but they are poisonous to the touch and even soak through cloth eventually. There are 350 huge snakes (giant eels), 69 giant snakes (giant slug), and a dozen gargantuan serpents (sea serpents) that prowl the vale.

The following encounters occur here:

Ogre Grave: Ogres lay their dead out on ridgelines for the birds of prey to feast.

Ogre Justice: Here is a man's corpse hung upside down on a cliff face, his body blistered by the sun.

Ogre Chat: There are two parties of five ogres, one group wears stone necklace and carries spears, the other group wears armor and carries two-handed swords. The second group is trading weapons and ale to the first for furs and gems. The ale is drugged. After the second party passes out their throats are slit.

40. Ogrebond

This is a broken land with only clumps of withered plants. A squat fortress broods high on a steep hill, a dusty road snakes its way up to it. Impaled victims line the grim march. A guard is mounted on the walls. Patrols prowl the wastes periodically.

There are three patrols of 12 ogres and five patrols of 12 human guards. The ogre patrols guard the inner wall, the outer wall, and the gate. The humans patrol the countryside.

This squat stone structure is 300 feet wide and 500 feet long. An outer wall stands 50 feet away from the inner keep. Steep hillside fronts the wall and spikes adorn the top. The gatehouse has two large gates and a spiked portcullis. The inner wall is 30 feet thick and a five-story keep is attached to the rear wall. A deep gully separates the keep from the inner court and two giant boars (use buffalo) lair in a cave in the gully.

Special features of the fort include a games pit that holds three black willows, the commander's quarters with his pet wolverine, a treasury with 20,000 steel, and within a locked tower room, a gateway to Neraka that can only be opened by an *amulet of darkness* and the proper command phrase.

This is the site of the secret meeting between the two ogre tribes from Kernen and Bloten. The two chieftains and their guard of nine ogres each are here. Kern is a hard headed, stubborn, unstoppable foe. He possesses a wicked cunning and a thirst for power. His weapon is a huge battle axe (Dmg 2d8). Blode is a violent ogre, too stupid to be scared by anything. His response to problems is to smash them. But his thirst for blood and promise of rich booty has brought him to this alliance. He does not trust Kern. His weapon is a huge, spiked club (Dmg 3d6). Kern's ogres wear dragon armor, Blode's wear leather hides and stone ornaments.

Sevil is here disguised as a guard. It is his desire to turn the ogres against each other and ruin the alliance. He helps the PCs once he encounters them, encouraging them to adopt his plan. He wants to murder some ogre guards and plant evidence that the deed was done by the others. Then he wants to loot the treasury. He will be sure to escape if trouble comes calling, leaving the PCs to their own devices.

Also here are a Dragon Highmaster, Ettel, and a strange, golden draconian, Gildentongue. The first meeting of the ogres is rude and full of accusations. one of Blode's patrols have not returned. Though Ettel tends to sympathize with Blode, Gildentongue is the diplomat who uses *suggestion* to smooth the discussion. A second meeting is scheduled. If Sevil or the PCs murder some ogres, accusations and hot tempers flair, but Gildentongue asks to be allowed to investigate the matter. Then he disguises himself as one of the guards and spies until he discovers the PCs and reveals their treachery.

If the PCs are discovered, they have to fight half of each chieftain's guard and one patrol of men. They may escape via Sevil's route (an open postern gate), or down a well and out the sewers. Gildentongue, Kern and Blode should escape alive. Once the party has fled, all Uneventful Trips become Random Encounters while in the ogrelands.

41. Death's Teeth

Overlooking the bay is a lonely, dark tower. Across the bay is its twin. A party of ogres camps on the shore some distance from the tower and two skiffs bob in the water. The bay is choppy and windtossed.

This abandoned tower was once the home of two brothers who hated each other. Eventually each brother stole the other's family and viciously slew them. Now they live eternally, hoping to yet destroy the other. Ogres use the promontory to watch the bay, but do not go near the towers.

There is a low wall around the tower. A small graveyard lies to one side. There are eight ghasts beneath the flagging.

The tower is haunted by five wraiths and the spectre of one brother. He believes that any intruders are pawns of his brother.

The tower is four stories tall with a roof walk and a dungeon. Possible encounters:

—The crypt, where the spectre is unturnable and gains +2 to all rolls
—Two animated swords (use sea elf stats)
—Animated drapes that *bind*
—Exploding dishes (Dmg 1d4; 1" radius)
—Animated furniture (use hobgoblin stats)
—Doors that slam and lock themselves
—Animated manacles that attack to capture (AC 0; THAC0 16; Dmg 1d6 + 1; hp 20)

This is where Ettel leads the PCs if they follow. She will use a scroll of *protection from undead* and enter the tower from the roof.

The treasure here has a total value of 15,000 steel, but is *cursed*. Anyone stealing anything finds he cannot speak plainly, suffers -2 to all reaction rolls, and hostile creatures attack with a +1 to hit him.

There is a party of six ogres and a chieftain and two skiffs on the bank.

Chapter 6: Flotsam

This chapter details the environs of the run-down port of Flotsam, its personalities & their plots, and the story events that lead the heroes toward victory. Since many things can happen in a city, it is important that you read all of this chapter first to become familiar with the many facets of Flotsam, before running this chapter.

Events

Event 17: The Streets of Flotsam

This chapter takes place in and around the port of Flotsam, capital of Balifor and the home of Toede. Its narrow streets are filthy and rat infested. Most of the 4,000 people are sailors, artisans, fisherman, merchants, and shop or tavern owners. Another 1,500 are troops comprised of draconians, mercenaries, ogres, hobgoblins, and ogres.

A list of common locales is provided in the encounters. You may place the Events in any these locations or you may create your own.

The guards of Flotsam are as slack and corruptable as their Highmaster. They may be bribed to look the other way unless they are draconian. However they will detain elves and any elfkin the discover. The town wall is fallen into disrepair, but patrols watch the main roads in and ask the PCs their business. A small boat may slip into the harbor at night and only has a 30% chance to draw a patrol.

If the party is traveling in disguise, use the rules in Event 2 for chance of detection. Captured PCs face the following punishments.

Disrupting Public = Relieved of weapons, flogged (lose half hp), and placed in public stocks for 2d6 days and fed only gruel.

Elves or Rebels = Taken before Toede for questioning (lose 2d8 hp) and imprisoned.

Toede Recognizes = Interrogation (lose half hp; held to be dragon food after two days.

For random encounters in Flotsam, use the Random Events, but most people encountered mind their own business and avoid PCs.

Rumors may be gained in town by nosing about, through drinking partners or by bribing guards. About half of these rumors are confused and unreliable. Or the PCs may seek out Sevil Rev. Though only here a month, he is easily the most knowledgeable person in town. There is a 10% chance each day that a spy will overhear questioning and report back to Gildentongue (Event 25).

There are several important NPCs that may be met in Flotsam. These include:

Highmaster Toede: He is lord of the city and responsible for stopping rebel activities. He does not like the Highlord and wants to show her up with his conquest of the sea.

Highlord Majere: Kitiara has been sent here by the council of Highlords to act on their behalf in apprehending a man with a certain graystone that is somehow important. She does not like Toede.

Ettel Rense: Kitiara's lieutenant

Beyla Donth: Kitiara's lieutenant

Blue Dragons: There are three, Skie, Stroak and Rumbler.

Gildentongue: A golden draconian and master spy for the Highlords.

Sevil Draanim Rev: A man with all the answers for the right fee.

Maquesta Kar-Thon: The black captain of the Perechon, a freebooter ship.

Fritzon Dorgard: Bodyguard to Maquesta and a real carouser and womanizer.

Bas Ohn-Koraf: A brutal, brawling minotaur who is Maquesta's first mate.

Erewan: The leader of the town rebels.

NPC cards are provided for all but Erewan who is detailed in the Prison (F12).

Event 18: Patrols

A patrol may be met approaching Flotsam, at the gates to Flotsam, wandering the streets or they may respond to trouble. Here are 3 sample patrols, you may pick one or create your own. If the party is disguised see Event 2 for

the chances of discovery. Should any PC be caught see Event 17 for his fate.

Patrol 1: Twelve Baaz march along. If the party hides there is a 10% that they will be spotted, and the creatures will try to capture them. If the party was walking in the open, one will walk up and demand that they state their business. Should the PCs state they are mercenaries, he will sniff derisively and direct them to the barracks. If the heroes act suspiciously, the Baaz will send one to follow the PCs to where they are staying.

Patrol 2: Twelve guards and a leader are tramping through the mud, wrapped in wet cloaks and looking miserable. If the PCs hide, they will not be seen. If the party is in the open, they will be splashed as the patrol passes. Should anyone be carrying a visible weapon, the soldiers will stop and the leader will order the party to "Drop 'em blades and get lost!" attacking if they are refused.

Patrol 3: Five human guards huddle in a muddy intersection or clearing, talking among themselves. There is no leader. The armor of the guards might fit the characters. The guards ignore the party. Two rounds after meeting the guards, a rumbling croak sounds and the bulk of Toede's amphidragon splashes down behind the characters. Toede is astride and barks "Make way for Highlord Toede!" Behind at a quick trot come his guard of 18 Sligs. The human guards are quick to leave.

If Toede sees through the heroes' disguise he will have his dragon grab one with its tongue and leap away to interrogate the prisoner later. Otherwise he continues on splashing all with mud.

A scroll will fall out of his saddlebag as he leaps away, and fall into the mud. It contains a message to the green Highlord in Neraka, written in Goblin.

Victory is nearly ours Commander!
The secret of the spring gives
us command over the watery domain!
An alliance has been forged with
my people's counterparts and the
dragons of the deep.
Istar will fall and the prize in
the ancient temple will be ours!
None can stop us now!.

Event 19: An Odd Aide

This event may occur at any point when the PCs have a chance to observe Toede from a safe distance

> The gross little Highmaster paces uneasily before his inhuman guards. Lying nearby like a faithful hound, his obese dragon watches through half lidded eyes. Then the waiting ends as a tall draconian wearing a cloak and combat harness strides forward. This dragonman is unlike any you have yet seen, for he bears no wings and his skin shines golden. The two are quickly engaged in an intense conversation, the hobgoblin nodding and rubbing his hands.

This event should not lead to confrontation. If it does, Toede and Gildentongue escape. The guard is comprised of 18 Sligs and a leader

Event 20: Sevil's Services

The man known by most as Sevil, is a shadowy figure who is said to be willing to sell anything for the right price and is no friend of the Highlords. Few find him, but word can be left in a friendly tavern (F6) and he will find the PCs. Sevil speaks with a hoarse whisper and bears the marks of a man who has escaped the gallows. He acts like an old friend. Sevil mostly sells information.

Most of Sevil's information is accurate, but 20-40% of the time it contains flaws that omit deadly obstacles. His asking price starts at 100 steel and multiplies the more difficult the item or information is. You will have to determine what a fair price is. Sevil does not give anything for nothing.

Sevil knows all Rumors and Legends and at your discretion may know about other things that happen near or in Flotsam. He knows of the Perechon and recommends it over other ships. He knows of a high stakes card game where someone might make some money (Event 29), in fact he makes 10% on the game winnings.

Sevil also has Highmaster Toede believing in him and he uses this trust to feed Toede false information laced with enough truth to be believed.

Use Sevil to motivate the PCs and to nudge the story along when needed.

Event 21: Recruiting help

If the PCs decide they need help to complete some task there are two parties they may appeal to: the rebels of the land and Sevil, who uses mercenaries and the rebels.

To recruit the aid of the rebels the PCs need to leave the town or contact Erewan if they know him to get in touch with Renard, the Silver Fox. They must then convince him that it is to the rebels own interest to help them

Sevil charges a fee up front, but he will accept collatoral in the form of magic items or weapons that are later to be bought back.

The rebels can respond in a day after they have been contacted. Sevil responds in 12 hours. Aid that may be gained from either source include: information, limited transportation, a breakout (Event 27), and a delay or decoy to gain the PCs an hour lead.

Event 22: Spying on Toede

A resourceful party may attempt to sneak in to Toede's manor to spy on him, or may find him when they attempt to break into the manor. The first thing to note is that Toede should always escape death, even grovelling for mercy. Renard will be quick to point out that Toede is one of the rebels greatest natural allies.

If the heroes manage to spy on Toede, he should have a strong guard of Baaz or Slig beside him, or his dragon.

Here are some typical scenes that may be observed, pick one that best suits the events.

—Sevil selling obviously false information about the PCs and their location to Toede
—Toede being chastized by Kitiara for letting the graystone get away

Event 23: Crazed Rebel

If a character walks alone through Flotsam in a stolen uniform, there is a 40% chance he will encounter a Wild Elf seeking vengeance, who will lure the PC into an alley and attack him. There is a 30% chance that the rebel will try to throw a bag over the PCs head and knock him out with a club (roll to hit). A captured PC is taken to the Jetties (F5).

Event 24: An Unlikely Encounter

If any single character is moving about Flotsam there is a 50% chance that he or she will meet a Highlord (50% of the time it will be Kitiara, 25% it will be Ettel, and 25% it will be Beyla). Their response varies based on the guise of the PC.

If Ettel or Beyla are encountered and the PC is dressed in a stolen uniform, they will demand the characters name and rank and what they are doing in the area. If unsatisfactory they will call for a patrol and try to capture the PC for questioning. If satisfactory, they will be taken with the characters good looks and invite them back to the Inn of the Saltbreeze to share dinner and speak of duties. If the PC is of the opposite sex, they may offer for the PC to spend the evening. If not wearing a uniform, they will be haughty and you should check to see if they see through the guise (use Event 2).

If it is Kitiara she responds differently to different characters.

Kronn and Serinda: She may see through their guise and if she does, will set Gildentongue to follow them.

Goldmoon: She may stop and stare full of thought, but will not do anything

Riverwind: If he is not wearing a uniform, she bumps into him and glares at him then moves on If he is wearing a uniform, she smiles and flirts with him, winking and nodding her head for him to follow If he responds she will invite him to the Saltbreeze.

Tika: Kitiara will frown and stare at the girl, trying to remember her. She has a 40% chance to remember. She will not recognize her if she wears a uniform. If Kit does not remember she will walk away deep in thought. If she does recognize Tika, she says, "You are brave to dare coming so close to the dragon's den! Do not push you luck young lady, for your companions will not always be there to protect you. Farewell, my friend!" Kit then leaves

Tanis, Caramon, or Raistlin: Kitiara will seem surprised and think the PC has abandoned old friends. She will attempt to have him join her cause. She invites him to the Saltbreeze

If a PC threatens to become violent, Kit will point out that many soldiers walk the street ready to respond to her shout.

If someone agrees to accompany Kitiara to the Saltbreeze, she will ply them with strong drink asking many questions to test their loyalties. If the character is Tanis or Riverwind she will suggest he stay the night. After a day of getting to know each other she is called away on an important mission, but tells the character they should await her return If the PC leaves, Gildentongue will follow him

Event 25: Uninvited Guest

If the party acts in a rather conspicuous way, while in Flotsam, Gildentongue will be alerted and will try to follow the party for one day to see what they are up to He is a master spy and will avoid attacking anyone if he can, prefering to gather valuable information. His primary mission has become to find a man with a large gray gem of note.

Gildentongue may search the rooms of the heroes while they are out He may be discovered as he searches and appears to be one of the heroes Before any can react he will *dimension door* to the street below and be seen to wave and then flee into the streets.

Event 26: A Helpful Hint

Run this event if the players do not think to search the Highlord's room for clues.

Sevil Rev will send a message to the PCs that he possesses valuable information that they might desire They can meet him at midnight at the base of the Beacon; make sure they aren't followed. The information he has for sale is that the Blue Highlord is rumored to keep a journal. It might be in her room.

Event 27: The Cavalry

If the PCs get in trouble and need to be helped out, you may use Sevil and the rebels once each to help the heroes without being requested. After that the PCs are on their own. If Sevil helps he will demand pay or a service for his efforts.

These two may help break a PC out of prison using a diversion, rescue them from sure death or provide timely help when needed.

Event 28: A Wild Goose Chase

If Gildentongue or the Highlords discover that someone knows what they are looking for they will create a decoy to draw the PCs away from the true goal. The Highlords will leak information that they almost have the goal in their hands and the Highlord is going to leave that evening to fly north where the quarry is hiding. If the PCs know of Berem he will have disappeared (see Event 37)

Beyla will lead the party north into the Ogre lands and if possible to Death's Teeth (41).

Event 29: Highstakes Cardgame

If the PCs are looking to raise a small stake to enough to buy ship passage, they may play cards. This highstakes game uses tokens worth 20, 50 or 100 steel each. The game is Bounty Hunter as described in the Talis deck section. The game is in the cellar of a Friendly Tavern.

Event 30: The Highlord's Mission

This event occurs on the third day the party is in town or when the party believes that Kitiara is going elsewhere seeking her prize.

> The shrill bugle of a dragon echoes across the land, and all stop to watch as two blue dragons and their riders climb into the graying sky. Their mighty pinions beating the air they climb swiftly above the clouds heading north.

The Highlord has been called back to lead her forces in the campaign on the plains of Solamnia. She flies first to Ogrebond (40) where she uses the Teleport Nexus. Ettel remains behind with Gildentongue, to cement the ogre alliance She returns in four days.

Event 31: Rumor of Hope

Run this event to delay the party until Kit's return if they do not follow the decoy.

Sevil Rev sends a message for the PCs to meet him in the marketplace at the eel vendor's booth at midday. He has information the party might find interesting Be sure to avoid suspicion. His information for sale is Rumor 25, only he knows the precise location of the meeting (Ogrebond, Area 40) and that the top ogre leaders will be present. He will encourage the heroes enthusiastically, to help break the alliance and possibly steal their rumored treasure. He will even throw in a leaky fishing boat and an old captain (Guard) to take them near Ogrebond Sevil learned the info from an overtalkative Tede and doesn't mind letting them know his connections pay

Event 32: Return to Flotsam

If the party finds themselves stranded on a shore far from Flotsam this event may be used to get them swiftly back. The Perechon will show up, either as a passing ship that may be hailed, or as the crew performing a daring raid to help the party escape. Maquesta will be happy to be of help. However, she still needs full supplies and must return to Flotsam. Besides, her helmsman stayed behind and she won't risk open water without him.

Event 33: Dark Lady's Return

This event occurs four days after Event 30, or just before the PCs return to Flotsam.

> The sky is gray and overcast threatening a storm, but the wind has died to a light breeze. Overhead is heard the distant flap of heavy wings approaching. Appearing from the cloud bank comes a dark dragon with rider heading south and towards Flotsam, the wind of its passing tossing cloak and hair. The Highlord has returned!

Event 34: Friendly Help

If the PCs are ever trying to evade the guard an event like this may happen. On a dark, narrow street a door suddenly opens and a woman's voice urges the PCs to enter swiftly. The blond maiden locks and bolts the door and leads the PCs out a back door. This is really Gildenton-

gue. In this guise, she claims that her parents were slain by draconians and she wants to help.

Event 35: Raid on the Jetties

About the fourth day in town, Gildentongue will discover that rebel hideout and Toede will send a squad of Guards, Hobgoblins and Baaz, a dozen each, to raid the Jetties cellar in the middle of the night. Alert the sleeping PCs to the noise of armor clinking and let them see the forces marshalled. If the party rushes to the cellar, they may escape with the rebels through the secret tunnel.

If the PCs stay in their room the soldiers will burst into the cellar. After a while a there will be knocking on doors. The soldiers are looking for rebels. If they find the PCs weapons a young officer tell his men to detain them for questioning. However, just as the PCs are about to be arrested, an older officer with coppery skin enters and whispers to the young man. After a moments distress, the soldiers are ordered out of the room and the characters are left in peace. The older officer was Gildentongue who wanted the PCs free.

Event 36: The Storm

The day before the party prepares to leave a storm will unleash its fury, flooding the streets and making travel seem impossible. Treat it as Random Event 19. On the second day the storm will lessen some, but the seas will be choppy and travel will be hazardous.

If the party tries to flee, 24 Baaz and eight ogres will be sent to chase them as they make their way to the Perechon. Any reasonable delaying tactic should work.

Event 37: Berem Kidnapped

This event occurs upon the party's return to Flotsam or before Kitiara's return to further delay the heroes.

Berem, the helmsman of the Perechon is missing. Sevil also can not be contacted. Several clues can be discovered.

—A message from "S" to Berem is found in his cabin asking for a meeting on the wharf.
—No one remembers Berem, but someone saw Sevil meet a sailor and retire to a friendly tavern
—Neither Sevil nor Berem have been seen leaving town
—Maquesta can verify that Berem has a strange gray gem attached to his chest, if convinced the matter is serious.

Sevil has indeed kidnapped Berem, once he discovered that the man was the key that everyone was looking for. He is desparate to hold on to his prize till he can negotiate with the Queen of Darkness herself.

Sevil is hiding in the sewers. He knocked Berem out, bound him, and dumped him down a hidden cistern opening behind one of the benches into the sewers. Sevil knows the sewers very well.

There is a small trail of torn cloth, tracked slime and scraped sludge that the party can follow with a ranger or by making Intelligence Checks. The path leads through streams of sludge, across a pool of filth and up into a series of tunnels that are dryer and don't see much use. They will face 3 challenges.

The Pool: There are 3 ochre jelly in the pool and a 10-foot-high slippery wall to climb to the dryer passages beyond.

Rats: The walls of the passage are riddled with holes. Three times they will encounter rats. If any get away they will face a pack of rats as they ascend a slippery slanting corridor (use Salmon School stats).

Confrontation: The final chamber is only 10 feet tall. There is a passage out on the opposite side and a rusty chain hangs from the ceiling there. There are several small alcoves and one has an old table propped up with some stone to block it. There are several cots, two large covered baskets and stores of fresh water and rations.

Berem is within the blocked alcove. Sevil is waiting for the Heroes and tells them to go back and leave him his prize, He has 5 Champion Slig hiding in the other alcoves and 2 Giant Snakes (use Giant Eels) in the basket. He will use spells while his guard melees the party. If things look grim, he will retreat to the opposite passage and pull the chain which releases a load of sewage which blocks his escape, but may appear to bury him.

Event 38: The Perechon

This event details the Perechon, its crew and its personalities. Use this event to whenever the Perechon is encountered with a crew.

The Perechon is a modified two masted pentare. As with most ships of war on Ansalon's seas it beats both sails for swift movement, and oar ports that are used for quick maneuvering in battle. However the Perechon is special.

The entire crew of the Perechon numbers 22 sailors (Guards), a helmsman, a minotaur first mate, a Warrior second mate, a gnomish engineer, the captain and her bodyguard.

The captain of the Perechon is Maquesta Kar-Thon, a black woman. Her bodyguard is Fritzon Dorgard and her first mate is the minotaur Bas Ohn-Koraf. The helmsman is the mysterious Berem. These four are detailed on NPC cards The rest of the crew are typical rogues and scoundrels, very loyal to Maquesta and the Perechon, but superstitious and wary of outsiders.

Berem the helmsman avoids people most often. He is thought to be a mute, because he refuses to talk. There is only a 20% chance that a visitor on the boat may notice the gray gem embedded in his chest. Whenever he leaves the Perechon, he is careful to hide this feature. He is a loner, but is grateful to Maq and will not betray her.

The other sailors view Berem as their lucky charm and will not look kindly if any harass him. Anyone may try to get Berem to speak by roll equal to or less than their Charisma, plus reaction bonuses on d100.

If confronted before Maquesta, Berem will admit he is the one the Highlords seek though he does not know why. If pressed he will note he is from the plains of Neraka, the heart of the Dragonarmy's empire.

The gnome is Lendle Chafka, a 5th level fighter. Lendle was able to mount an ancient gnomish engine into the hold of the Perechon. Now the war oars of the Perechon are controlled by a gnomish engine that gives the Perechon a maneuverability class of (C), where others ships only have class (D) or (E). The Perechon can maintain maximum speed while maneuvering. Only Lendle is necessary to run the engine, leaving Maq and her entire crew to fight.

Lendle is very loyal to Maquesta. He also has a fondness for drink and will become talkative when drunk, speaking in long unbroken sentences while acting sly and deceiving.

Deckplans: The Perechon is depicted on the map. The numbered locales are defined here. There is a crow's nest on the center mast.

1. Main Deck: The maindeck is about 15 feet above the waterline and where most of the daily activity takes place. There is one longboat on the deck.

2. Maquesta's Cabin: This captains cabin is fairly austere. Maquesta and Fritz have the only keys to this cabin. Fritz has a small hammock by the door. Charts and maps are stored in a cabinet divided into a hive of compartments. Two locked treasure chests hold the Perechon's moneys

3. Galley: This is the ship's galley and larder. Stores of freshwater and food are here.

4. Armory: Here are stored the ships weapons—swords, crossbows, ballista bolts, and oil, armor and the ships supply of brandy. Lendle has a secret crawlway in near the bow.

5. Aft Castle: Here the helmsman and his aids handle the mighty sweep of the ship. There are two ballistae here that may be fitted

with flaming bolts. They are hidden by tarps.

6. Bow Castle: Here is the anchor chain and bowsprit. A spare anchor is store here.

7. Combat Turret: Mounted on a raised platform with walls for protection from enemy missile fire is a ballista hidden under a tarp.

8. Oar Bay, Lower Deck: Here are twenty oar benches and the covered oar hatches. The oars are stored in rafters overhead. Odd metal poles with sleeves for the oars extend up through the decking from the hold. There are two trapdoors that lead to the hold.

9. Crews Quarters: Hammocks and duffel bags hang from hooks in here. The crew sleeps in shifts.

10. Mates Cabin: This is the cabin of the first and second mate. Kof claims the majority of the space sleeping on a pile of straw on the rolling deck.

11. Engineer's Cabin: Lendle is many things to the crew, cook, physician and ship's engineer. His cabin is strewn with diagrams and drawings, pens and inkwells, small gizmos that spin and whir.

12. Passengers' Cabin: This section is used as cargo space if there are no passengers. Only hammocks, four benches, a built in window chest and two tables are in this room.

13. Cargo Hold: This area has cargo stacked to either side of the center beam and tied down beneath tarps. An odd array of metal bars and gears deck the ceiling and make the visitor stoop to avoid them.

14. Brig: This dank cell can be bolted.

15. Gnomish Engine: This room is stacked with wood and a large metal furnace. The engine requires fuel when it is used and it will burn a cord of wood in three turns.

Encounters

Flotsam is cupped in a valley beside a sheltered harbor. Only a 10-foot-tall crumbling wall surrounds the town, open gates with portcullis crossing the main avenues in. There are guard towers every 200 yards. The north section of town along the coast is mainly occupied by the army's barracks. Across the harbor a rocky peninsula rises 30 feet above the water and many of the town's better buildings stand on that "Rock."

F1. Town Gates: The town gates are watched by patrols of 12 guards or 18 hobgoblins. They may be bribed to gain passage. If trouble comes they sound a gong from the gatehouse and a second patrol will arrive in 1 turn. There is a separate gate in town that must be passed to enter the rock, and a patrol of 8 ogres and a leader stand guard. They demand twice the normal bribe and close the gate if attacked.

F2. Guard Towers: These towers are 30 feet tall. Stairs lead up to the second floor guardroom and wall top and a ladder reaches the roof. There are small patrols of 8 slig or 12 hobgoblins posted here with a Guard leader. They are bored and don't expect to be attacked.

F3. The Marketplace: This is a standard market of canopy covered stalls and open carts. Most supplies may be bought here, but the asking price is 2x normal. Weapons are not available, but some thieves or a group of disguised guards hunting rebels, might agree to sell a weapon in a back alley at 5x normal.

F4. The Wharves: A fish market lines the wharf front and nets are layed out to dry. There are two dozen leaky fishing boats that would not survive the high seas, 1-6 carracks, plus 2-5 warships manned by mercenaries anchored in the harbor. Most fishermen mind their own business and don't like outsiders. But careful questioning may bring the characters in contact with a captain who is willing to hire out. The typical asking price for passage is 2,000 steels per person, but may be bargained down to 1,000 per person. The captains and ships of note are the Bloodhawk, Captain Rensill of the Pink Lady, the SeaFarer, the Hardtimes, the Silver Spear and the Perechon.

The Perechon: There is a 40% chance the Perechon is not in port and won't arrive for 2d6 days. If it is, Maquesta will only agree to take them on if they can pay the price. Maquesta will need at least a week to prepare the crew and get enough supplies.

The Bloodhawk: This is really a pirate ship. Captain Maccaby, called the Scar, is more then willing to take on passengers and will ask half the normal rates. It is his intention to put all passengers over the side in a longboat once they lose sight of land. His crew is 25 sailor Guards and four ogres. He is a Warrior. If the heroes defeat the pirates a fire will breakout on board and the party will just manage to escape in a longboat. If the pirates defeat them they take all their money and weapons.

The Pink Lady: This is a rich merchant carrack and Capt. Rensil is headed for Nordmaat. His cargo is ore, wood and ale. Off the shore of the Ogrelands (39) a storm will spring up and wreck the ship (see Sea 22).

The Sea Farer: This ship is ridden with wormholes and barnacles, its hull buckled and decks warped. Capt. Qualoth can be argued down to 600 steel per person. Each hex it travels there is a 20% chance that it will sink. The party has 6 turns to build some means of escape, since the longboat is no better. The captain will not leave the ship.

The Hardtimes: Captain Jagger will only agree to take on passengers if they will act as added guards. His first destination is a small village off the coast of Reavers Bay (Land 41) They are trading a few goods to the local ogre chief. These "goods" are weapons for the ogres and are hidden in barrels of cider His crew includes 8 Guards and 5 Warriors. When he reaches the village, the 30 ogres and 3 chiefs will betray them and he will leave, abandoning the party.

The Silver Spear: Lieutenant Poliander captains this mercenary war galley and works for the Highmaster. He claims to be willing to take passengers, but intends to rendezvous with a minotaur ship of 18 minotaurs off the coast of encounter 24 and sell them into slavery. His crew is 24 Guards and 6 Warriors. The galley moves at half speed in open waters and so hug the coast. The PCs may escape, wreck the ship, or be rescued by the Perechon.

The ship map gives the deckplans of a typical pirate ship. Details are left for you to fill.

F5. The Jetties: The first inn the party will find is called The Jetties, a ramshackle but friendly inn several blocks south of the wharfs. The price of lodging is fair, the food edible and people keep to themselves.

The cellar of the Jetties is a secret hideout of the rebel bandits acclaimed to be heroes of the people. This bands leader is Erewan the Shaggy, described in the Prison (F12). If the PCs prove their worth to the rebels and ask for help, Erewan can muster a group of 12 thieves (use Common man). The cellar is connected to the harbor via a sewer.

F6. A Friendly Tavern: If the PCs do not choose to stay at the Jetties they may find another tavern where things are not so quiet. At this inn, the PCs will have to watch their gear jealously or it may be stolen. Every evening there is some rowdy activity, a brawl, a raid by guards, thieves in the room, a duel, an ogre is assigned to the PCs room, etc.

F7. Highmaster Toede's Manor: This building is built out upon the Rock on the harbor side. It is two stories tall and has a flat roof and a small watch tower. The manor ground is surrounded by a 10 foot wall that attaches to the house. A metal gate is guarded by two Warriors. A small stable holds three medium horses and a shaggy pony. A 10-foot-tall wooden platform with a ladder leading up to it has been built against the wall.

Toede's dragon, Hopsloth, lairs on the roof, leaping there from the platform. The dragon can enter the room down a wide flight of stairs in the tower and there is slime all over the stairs and hall to Toede's audience chamber

There are 4 Slig and a Champion, 2 Ogre Heroes, 2 Baaz and 8 Hobgoblins here. The ogres command the troops. The Slig guard the first floor, two on the front door with the champion and two on the door leading to the

Treasury compound. The Baaz guard Toede's audience chamber on the second floor and the Hobgoblins are in the kitchen and stables.

The first floor holds the staffs' quarters and the kitchen. The second floor holds Toede's quarters and may be reached by a front and a hidden rear set of stairs from the kitchen. Beyond the audience chamber is a locked room where PCs gear will be stored if confiscated. A rope on the inside of the door rings a bell on the roof alerting Hopsloth to intruders and he will come slithering. Hopsloth's tactics are to spit acid once and then to grab someone with his tongue and attack others with his claws and acid warts. If he suffers 25 or more points of damage, he will crash out of a window and flee, dropping his prey.

The tower has two cells where prisoners are kept chained to walls and a chamber in which Toede has been drawing up his secret plan of attack against Sunken Istar.

Sevil Rev knows of, and sometimes uses a secret passage into the manor through the wine cellar which then leads up stairs to the kitchen. The passage comes from an entrance in the sewers.

F8. The Highmaster's Treasury: This Treasury is attached to the back of the Highmaster's Manor and is surrounded by a spiked 10-foot-tall wall. A small 40-foot-wide guardhouse watches the gate to the compound and is manned by 4 ogre heroes. However, a tall tree grows in the compound and its branches may be reached by a leap (Dex Check -4/-20%) from the building across the street.

The court is guarded by two Hell Hounds who hide in the shadows and attack silently. The front door to the Treasury is triple locked but there is a window 20 feet overhead that is barred and opens onto the entrance hall. A second door down a 30-foot hallway is locked and trapped. If the door is opened without turning a torch sconce nearby upsidedown, 10 feet of floor will open to a 30-foot-deep pit with 10 feet of water at its base (Dmg 2d6), its wall is unclimbable.

Inside the Treasury is an odd musky odor. A giant wolverine guards the room and is hidden in an overturned chest. There is a large locked chest, but if it is open it releases a cloud of Sleep gas and all must save vs Breath or fall asleep for 2d6 turns and will be captured by Toede's guards. The room holds coins worth 25,000 steel and gems, jewels and metalware worth 15,000 steel. There are also stacks of grain and cords of cured mahogony.

If the alarm is sounded the guards from the manor arrive in two turns.

F9. Inn of the Saltbreeze: This is the best inn of Flotsam. Three stories tall, it is not uncommon to find a blue dragon perched on the crest of the gabled roof. The inn sits on the seaward side of the Rock and is quarters to many of the dragon army's officers including Kitiara and her two lieutenants.

Meals here are good and expensive and lodgings cost 5x normal. Quartered here are 15 Warriors, 23 Guards, 7 Ogre Heroes and the 3 Dragon Highlords. On guard to protect the quarters are 8 Baaz who watch the tavern, stairs, halls and kitchen.

The third floor is private quarters for Kitiara and her lieutenants and 4 Warriors. The second floor hosts the remaining Warriors and Ogres and a half dozen Guards. The first floor is a tavern in front and a kitchen, pantries, and more rooms in back. There is a back entrance and a trapdoor to the cellars.

The cellars hold wine and food stores in three rooms. Behind a locked door in the wine room a Bozak stands an invisible guard. The door leads to a tunnel down to a cave in the stony cliff where the three blue dragons lair. The Bozak's spells include *grease, magic missile, shocking grasp, invisibility* and *darkness, 15 ft radius.*

Two Baaz mount a guard outside Kitiara's room. The room may also be reached by climbing the wall on the cliff side, but if a character falls, he falls 50 feet to the sea (Dmg 5d6).

The table is covered with reports of the battle in Solamnia, written in Solamnic. There are several mugs of half drunk wine. Kit's travel wear fill the travel chest and only a simple wooden comb lies atop the drawers beside the wash basin and cracked mirror. The locked trap has a poisoned needle in the lock. Inside lie several knives, a cloak, a pouch of 50 pp and 3 sapphires (100 stl each), an alluring, blue velvet gown, a locket given her by Tanis and her journal.

F10. The Beacon: On a stone jetty, reached by a rock stair down the pennisula cliff face, is a beacon tower. Atop the 50-foot tower a watch fire is maintained by 5 sailors who row out periodically to replenish the supply of fish oil that burns in the basin at its summit.

F11. The Barracks: This area is not well fortified and is poorly guarded. However, a separate inner town gate must be crossed to enter the barracks neighborhood. The Prison (F12) lies to the north.

Any character wearing a stolen uniform may be able to enter the area without challenge (80%). But the chance of success drops 5% per additional person in the party. If the PCs are challenged, the guard of 24 Baaz may be alerted. The guards are illiterate and a fake written order will fool them into releasing a prisoner. Or the PCs may neutralize the two ogre guards, but then they have only 3 turns before the alarm is sounded

Lost equipment is in Toede's quarters. The guard will be suspicious if the PCs ask where the Highmaster's quarters are and will sound an alarm after the PCs have left the gate There is a drunken human Warrior in the central compound and he might talk to a fellow officer, giving information about the prison, the dragon army or the unnatural alliance of the Highmaster's with the beasts of the Deep.

F12. The Prison: The Prison is a one story stone building with barred windows and a wide walled courtyard, reachable only through the barracks. A stone stair leads up to the wall top where three gibbits hang over the court. The cells are small and damp and sewage troughs lead out into the corridor and into a grate covered pit into the sewers. A barn with stacked hay is attached to the rear.

A single ogre jailor who is going blind, stands guard. If attacked he will retreat into the darkness of the cellblock where others will be at -4 to hit, but he will not be affected. He has a small horn to sound alarm.

If a PC is imprisoned here, the first time he will share a cell with a hairy insane looking inmate, who just grunts at him and chases the stray rat that enters, pouncing on it and devouring the creature. This is Erewan the Shaggy, leader of the town rebels and lieutenant to the Silver Fox. He is not insane, but is very much a survivalist and will do what it takes to survive. Inmates are not fed since they are usually to be executed anyway. If the PCs break out and take Erewan with them he will be in their debt.

The other inmates of this prison include pirates, a one horned minotaur, and an old man who foams at the mouth.

F13. The Sewers: A network of sewers and cellars lie beneath the wharf and may provide a dangerous hideout. The place is frequented by Ochre Jellies, giant scavenger Beetles and rats (use Salmon School stats).

F14. A Hiding Place: If the heroes are on the run from the law, they may find a place to hide in one of two places, under the wharfs or in the cellar of a burned out building. This place is damp and dark and food must be stolen at night. There is a 10% chance that a spy can follow a PC back to the hideout and then will bring a double sized patrol

Chapter 7: The Blood Sea of Istar

This chapter provides details of encounters while at sea. The Events that are given are for use after the heroes flee Flotsam aboard the Perechon with Berem, the Highlords' prize. You may adapt one or two of the Exploring events (39) if the heroes go sailing earlier.

Events

Event 39: Exploring the Blood Sea

You may choose one of these random events to play out each voyage of the heroes, to enliven their journey. Or you may create your own.

Event 39a. The Albatross: A large sea bird will take to following the ship, circling in the sky and acting as if it were spying on the PCs. It will circle for days, veering off just before the characters suffer an encounter. If the PCs kill the bird (AC 7; hp 3), the sailors will be mortified. It is a bad omen to kill a bird while at sea.

If the bird is slain, the sailors will attribute all their misfortune to the PCs action and you may wish to add to the paranoia by having several chance events occur, such as: the main mast develops a crack, the food turns sour, the wind suddenly dies, an epidemic spreads on ship (Random Event 15), the cries of a bird are heard, but none can see it, a sailor is lost overboard at night and so forth.

Event 39b. Stranded: The wind dies down and the vessel is becalmed in the sea. The captain will set all ablebodied men and women to the oar (Maq will conserve the gnomish machine). Movement by oar is 2 hexes per day. The weather turns warm and the towing is very exhausting costing a loss of 1d4 hit points a day. After two days the crew will grow discontent and there will be some talk of abandoning ship. Or the crew might attribute their bad fortune to the heroes, using words like "jinx" and "overboard." The lack of winds will last for 2d6 days.

Event 39c. Land Ho: As the evening darkens the sky the lookout will sing out "Land Ho". He has sighted a small rock of an island about 60 feet wide and 80 feet long off the starboard. This is actually the back of an ancient Sea Dragon. Sea weed and barnacles disguise the shell and a man's corpse is tangled among some of the fronds. If the party waits an hour, they will see the "isle" slowly sink. If they go ashore to explore, they will find their ship is moving away, while in fact the island is moving. After 1d6+4 rounds the dragon will raise its long sinewy neck to see what there is for dinner. The corpse bears a magical medallion which always points north and adds +25% to a navigator's chance to avoid becoming lost.

Event 39d. Abandoned Dingy: Early one morning the lookout sights an old dingy adrift off the starboard. The craft is abandoned and only strands of seaweed decorate the seats. The gunwales bear claw marks. Stuffed beneath the rear seat is a leather vest with a blood stained scrawl. See the Ship's Log.

Event 39e. Sea Race: The lookout sights a piece of wreckage adrift with an injured creature clinging to it. This may be a mermaid, a Dimernesti (in human or otter form), or a Dargonesti. The creature is in bad shape and will die in two days if not administered to. The creature will must be kept moist or it will lose 1d4 points an hour. Communication will be difficult, with those able to speak elvish only able to understand 35% of what is said.

This event may be played one of several ways. A growing affection may develop between the rescuer and the victim. Or the creature may be a thief desiring to steal metal tools. Or it may be a wounded scout of its people with a dire message about the koalinth and sea dragon alliance. Or it may lead the PC to the wreck of a pirate ship, 30 feet down and provide the party with 3 *potions of water breathing*. The treasure is 10,000 gold and metal ware worth 1,500 steel. Whichever scenario is played, the creature will leave after

1d8 + 2 days or when a port is sighted.

Event 39f. The Haunted Ship: The sky darkens and the sea turns an ugly green. The wind moans in the rigging in a sinister complaint. A mist creeps out of the sea and the clang of a distant bell can be heard. Suddenly a dark ship with torn sails is sighted off the port. A lonely hooded figure stands at the helm. Three skeletons dangle from the rigging.

On the ship is an insane sailor, the only survivor of a voyage into unknown distant lands. He lives a lonely existence at sea, feeding on the bounty of the sea. The ship is in fair repair, but he keeps up a haunted ship act to keep sailors and pirates away. Also on the ship are three tamed forest Taer, their fur bleached white. The Taer may be mistaken for ghostly figures. If someone has fallen overboard in choppy waters, he may have been rescued by the captain of this ship who is holding him as a prisoner against his will. The sailor has no treasure except for polished bones and shells and a single beige pearl (50 stl).

Event 39g. Choppy Waters: It is possible that the ship will encounter heaving waters, a storm or be attacked by a huge monster. In each of these conditions it is possible for a man to become seasick or fall overboard.

Each time a character takes a voyage, roll 1d20 and add any constitution bonuses. If the result is a 5 or less, every time choppy waters are encountered, the character must make a Con check or become seasick for 1-10 hours. Treat the sick PC as Random Event 15. Sailors do not become seasick.

When entering choppy waters, the chance for falling overboard must be left to your decision. If you feel that a character is too near a railing and not braced, he must make a Dex check plus strength bonuses or fall overboard. A man overboard must make a Con check each turn or suffer 1d10 points. If he fails three Con checks he sinks beneath the waves. It will require 1d6 + 2 turns to bring the ship about and then the man overboard must make a save vs Breath Weapon to be sighted. All sailors are treated as having Dex 16.

If one of the PCs falls overboard, through no fault of his own, it is possible for you to rescue the character and later reunite him with his comrades using the Amazing Rescue tale contained in the center of this booklet.

Event 39h. The Mire; A thick fog blankets the sea obscuring vision. The crew will find the ship gripped by a current and pulled to the port and try as they might they can not break free. After half a day, a dark mass will loom on the horizon and the ship will crash into a floating hulk suffering 10 hull points.

The ship has been snagged by the Mire, a floating graveyard of a dozen ships and a tangle of seaweed and debris. This event should be played for horror. It will take 1-4 days to repair the ship and then the party will have to discover some means to escape. This may either be through the aid of the Dimernesti living in a wreck on the other side of the Mire, by using two *remove curses* or by torching the Mire, this last a dangerous ploy.

This ships graveyard may be explored by climbing from one rotting hulk to the next or by using a small long boat. It is a mile wide. Things that may be met while exploring are:

—Strange noises: creakings, groanings, and shrieks in the mist
—Slime tracks that cross the wrecks
—Patches of Strangle Weed
—Falling into mire kelp acting like quicksand, see Land Encounter 21
—Falling beams, see random event 1
—Rotten decking, dropping PC 10'-20'

The creatures that inhabit this haunted mire include a Giant Crayfish, a Giant Slug, 3 Wraiths & 1 Ghost, a band of 14 Dimernesti and their two hippocampi, and 43 Lacedons.

The treasure that may be found on various ships holds totals 400,000 copper, 60,000 silver, 100,000 gold, trade goods worth 3,500 std and gems and jewelry totalling 8,000 std.

Event 40: Flight from Flotsam

> Moments after clearing the harbor mouth and reaching the choppy waters of the bay, the alarm is sounded. Troops and sailors crowd the decks of their craft. Already, the lighter galleys are pulling from their slips, as the fishing boats row frantically aside in panic.

A fleet of five galleys will pursue the players in two turns, 4 turns if delayed. Maquesta will order full sail, despite the storm. The pursuit will last for several hours, until the rain stops and a thick bank of fog rolls in along the coast. After an hour, the wind dies and oars must be put into the water. Maquesta decides to risk the fog in hopes of losing her pursuers. This game of cat and mouse is played by rolling 1d12 each turn and adding any noted modifiers from the table below. All modifiers are cumulative.

-2 or Less—SUCCESS! Maquesta has slipped by the last pursuer and lost them in the fog. This does not occur as long as the Perechon is engaged in melee. The wind gradually rises and the Perechon escapes!

-1 to 4—Treacherous Reef If a PC is at the bow have him spot the reef and shout a warning (make a Dex check). If successful, he warns the helmsman and the Perechon veers away in time. If there is no PC at the bow or he fails, the Perechon scrapes a reef and takes 1d4 hull points. The ship will run aground the fourth time it hits a reef. On the third reef, warn the Heroes that the Perechon starts shipping water. If grounded, the crew may abandon ship or try some other ploy. They may eventually capture another ship or the haunted ship if the Perechon is lost.

If the Perechon is grappled to another ship either both ships hit the reef or both miss. If the enemy craft suffers more damage there is a 10% chance per point that it ran aground. When meleed Dex checks are at -3.

5 to 8—Close Encounter One of the pursuers looms out of the fog sailing past. A voice hails the ship, "...Ho, on the starboard, State your name!" If another name of a ship from Flotsam is shouted there is a 50% chance the pursuer will veer off (-10% for each new Close Encounter). Add +2 to further rolls.

If the Perechon calls a wrong or unknown name, the ship will grapple and a Boarding Party will be sent across. If already locked in melee a Boarding Party is the automatic result.

9 to 11—Crashing Sound The sounds of wood groaning and tearing on a hidden reef echo in the fog. Then come cries to abandon ship. One of their pursuers has run aground. Subtract one ship and add -1 to further rolls. Once all pursuers are defeated in combat or run aground the Perechon escapes.

12 or more—Boarding Party A pursuer closes with the Perechon and shouts, "Prepare to be boarded..." The attacker will be a light galley 80% of the time, with a crew of 15 marines (Guards). There is one warship with a crew of 25 marines (Guards) and 2 Warriors. If the marines suffer 50% or more casualties, they will retreat to their ship and sail away. Add -1 to future rolls.

The Perechon's crew will fight to the last man, but its speed will be reduced to 4 hexes in 12 hours if the crew is reduced to fewer than half. If the Perechon is captured the major NPCs and PCs are loaded on an enemy ship which turns toward Flotsam. However, the enemy vessel will tear its hull on another wreck and the crew will abandon ship leaving the characters locked up. It is up to the PCs to break free and construct a crude raft. The ship will sink in 3 turns

The PCs may be allowed to explore the sea at their leisure, but it is important to the story that they eventually enter the Maelstrom (Sea 24). The next three Events offer 3 alternatives.

Event 41: Dragon Flight

A day or two after evading pursuit, one of the PCs awakes from a dream of being scrutinized by a dark orb with many eyes high in the sky. All morning he has a feeling of being watched and may indeed imagine eyes in the water. Around midday, he swears he hears the baying of hounds and starts to watch the skies toward Flotsam anxiously. Near evening, he sights them, a flight of blue dragons on the horizon winging toward them.

Maquesta will order the ship turned into the Blood Sea (Sea 21-24) where a storm that constantly broods there may cover them from pursuit. Undaunted the Highlords will pursue.

The dragons will reach the ship after it travels two hexes. Kitiara will demand the surrender of the man with the gray gem and if they fail to comply the dragon flight will attack the ship. There will be up to three dragons, depending on if the lieutenants yet live. The dragons effort will be to hull the ship and sink it. If the ship has entered the storm, the dragons will be at one maneuverability class worse and -2 on their attacks, +2 to save vs their breaths.

As with the story, Berem should panic and attempt to escape the dragons. If unable to, he will be swept overboard by a wave at the last possible moment.

If the ship is hulled and Berem escaped, it will drift and be pulled toward the Maelstrom (Sea 24). If the ship entered the Blood Sea it will be caught in a current and swept toward the maelstrom at its heart.

Event 42: The Reaver

A few days after evading pursuit, the lookout sights a black sail on the horizon. Maquesta seems worried, even though she has been known to fly that sail herself and paces waiting for it to draw closer. "Is it that fatherless scum Mandracore?" she calls. And yes, indeed it is the Reaver.

Maquesta, though usually welcome on the pirate isle of Kothas, is at odds with the chief of the pirates Mandracore the Reaver (see NPC cards). She knows that his ship the Butcher, has the Perechon outmatched and that they can not survive an encounter. She will order the Perechon turned about and seek cover in the Blood Sea (Sea 21-24).

The Reaver knows that now is the time to eliminate his competition without witnesses and will pursue with a vengeance. The Butcher has a crew of 24 sailors (Guards), 9 Warriors, and 8 Ogres with a leader. His desire is to sink the Perechon and fish Maquesta out of the drink. He will not follow further than Sea 21. But by then the Perechon will be caught in the current of the Blood Sea and drawn to its heart.

Event 43: To Save a Comrade

The party receives a cryptic message from a creature of the sea (Event 39e), about a friend they believe has drowned. Their comrade is in dire need of aid, and needs the PCs to come to the aid of the sea folk before the evil blot of the dragons invades the peaceful sunken realms. The party need but sail into the Blood Sea where they will be met by friends and brought to their lost companion.

Encounters

All of the encounters at sea appear the same so only the types of creatures that may be encountered in each area and special areas are detailed in the Sea Encounters.

If the encounter is in coastal waters check the description of the coastal land area. The PCs should be able to sight land at 8 miles out. Coastal waters may be plagued by reefs, sunken wrecks and sandbars.

The color of the water will vary with the depth and the presence of seaweed. Several typical descriptions and encounters common to sea voyages are provided. Encounters A and B only occur in coastal waters.

A. Sunken Obstacle: Here is a reef or sandbar that blocks approach to the shore. During the day it is easily avoided, but at night or in fog a successful Dex check by the bow man will allow them to avoid collision. If the ship hits the bar it will suffer 1d4 hull points and has a 10% chance per point of running aground and must wait for the tide to get off.

B. Wreck: Usually a shipwreck denotes a reef or sandbar. If you desire, you may create your own adventure aboard the wreck.

C. Fog: Movement is reduced to 2 hexes per day and there is a 40% chance that the ship will become lost (DM should decide location up to 2 hexes distant from starting position).

D. Winds & Current: The ship may encounter a current or strong wind that carries it along swiftly. The direction of the current or wind is determined by rolling a 6-sided die. Count the direction the ship is travelling as 1 and then count each side to the right for each number (thus 2 is to the right and 6 is to the left). If travelling with the current or wind, the ship move 1 additional hex. If crossing a current or wind, the ship loses 1 hex of movement, and if sailing against the wind or current, movement is reduced to 2.

E. Squalls: Squalls may come on suddenly, but only last for 2d4 turns. Howevet they create choppy waters, see Event 39.1.

There is a 10% chance that a waterspout will accompany a squall, treat this as Random Event 19.

E Ship Damage: Periodically the ship may suffer some damage of age and the elements. This may include a ripped sail, a snapped rope, cracked spars or the vessel may start to take on water from worm holes or warped timbers. The ship will need to trim sails and put into port as soon as possible. Trimming sails reduces speed to half normal.

Aquatic Creatures

Several of the creatures found on the Monster Chart have aquatic counterparts and the same stats can be used, except these can swim.

Anemone (Black Willow)—no *sleep*, attack paralyzes at -2
Bullshark (Buffalo)—only 1 attack, stuns for 1-4 rounds
Ghaggler (Slig)
Koalinth (Hobgoblins)
Kopoacinth (Gargoyle)
Lacedon (Ghoul)
Nudibranch (Giant Slug)
Sea Lion (Spotted Lion)
Vodyanoi (Umber Hulk)

Island Encounters

42. Kalpethis

Hidden in a rocky bay that only a trained eye can find, is the pirate capital of Kothas, Kalpethis. Low stone walled outposts flank the harbor entrance, protecting the bay with catapults. A watch is always mounted. The town is a collection of ramshackle wooden buildings clinging to the side of the cliff. Their odd shape is results from having been built from the wood of plundered ships. Long rickety wharfs extend out into the bay and a network of wooden stairs, walkways and rope ways connect the buildings In the harbor, several small war galleons constantly patrol

This is the home of Capt. Mandracore the Reaver of the Blood Sea. Several hundred pirates and their families live here when not out raiding. Outsiders are not welcome, and Maquesta can only visit when Mandracore is not here. Justice here lies with the strong and swift of sword. But constant troublemakers either become leaders of the pirates or dance a jig on the gibbet.

Dragon Orb of Mindweb

The possessor of this *orb* does not know any of its abilities. To learn a minor ability, the PC must study it for a full day and then make a successful save vs. spell. Keep track of each failure for future Mind Battles.

To learn a major ability, the user must enter the *Mindweb*.

Each time a known ability of the *orb* is used, the user must save vs. spell or be drawn into a Mind Battle. If he loses he is *charmed*. If he wins or makes the save, all evil dragons within 10d4 miles are alerted and arrive in 2d6 turns and attack non-evil creatures.

This *orb* is from Silvanesti, where its original stand increased its power tenfold. The *orb* can change size from 1" up to 20" upon command. The *Mindweb* is powered by the soul of the evil green dragon Viper.

Minor abilities:
Clairvoyance—60-mile r, three turns
Invisibility, 10' r—concentration
Legend Lore—25% chance of success
Speak with Dead—as 21st-level cleric
Water Breathe—one creature for six turns

Major abilities:
Airy Water—one-day duration
Heal—one creature per day
Command Dragon—one dragon for 1d20 turns. Dragon will try to pervert commands
Teleport—one creature per day

Charmed: If a PC is *charmed* by the *orb*, it influences his thoughts and behavior. First the character seems quiet, listless, and distant. He becomes selfishly concerned with his own safety and does not attack dragons or draconians. After several days, he starts to become very paranoid. Within 14 days the *orb* will create one encounter a day that are actually manifestations of the PC's dreams. The encounters are left to the DM to create. After 30 days the PC is completely in the *orb's* power and his actions are *controlled*.

Escaping the Mindweb: If a PC escapes the Mindweb he is fatigued for 1d6 days, resulting in -2 to hit and save and loss of all Dexterity adjustments.

Mists of the Mindweb: The Mindweb is a mind adventure. A player whose PC is caught in the web should be taken aside for a solo adventure. You should fill in the dream details of each encounter. Since an encounter may be revisited, change the description each time. An eerie green mist fills every room.

If a PC is defeated in the Mindweb, he is *charmed* by the *orb*. He may leave whenever he is at the exit and has defeated his foe.

These encounters are linked in a bizarre fashion and though PCs may travel from one encounter to another, they may not be able to go back. After each title is a list of the other encounters that it leads to. Each exit should have a clue concerning the nature of the encounter it leads to. Examples of what might be used as a clue are given with each encounter. Passage between encounters should be described eerily.

Mind Battles: Different scores are used to fight combat in this domain. These scores are determined in the following manner.

Willpower = INT + WIS + CON + CHR + lvl
Defense = WIS + Save Bonus +/- Successes
Attack = INT + Level +/- Successes
Damage = 1d6 + WIS Bonus +/- Successes

Willpower is the Mindweb equivalent of hit points. To attack, roll 1d20. If the result is less than or equal to the attacker's Attack value minus the defender's Defense, the attack succeeds and does the attacker's damage value. Previous successes and failures (i.e., fleeing) add and subtract 1 each from Attack and Damage values. A roll of 1 always hits, while a roll of 20 always misses.

For every foe he defeats, the PC recovers WP equal to his foe's Defense plus 1d6.

Characters may use spells and normal weapons from the physical world.

Commanding the Dream Since this is a dream, it is possible for a PC to use his willpower to change and create things. Each PC must discover this himself. Almost anything may be created or tried using the guidelines below, but a PC cannot *wish* harm to a foe. This dream is controlled by an intelligence, so foes may use this ability once the PC does.

Effect	Cost
Create a Weapon or Attack Form	= 1 WP per points of maximum damage
Gain Bonuses	= 2 WP per point (limit +5)
Spell-like effect	= 3 WP per spell level
Ally, Level I*	= 1 WP per round
Ally, Level II*	= 2 WP per round
Ally, Level III*	= 3 WP per round
Create/Transform Item (Derived from ...)	
Vegetable	= 1 WP
Animal	= 2 WP
Mineral	= 3 WP
Transform Self	
Size change	= 1 WP per round
Form & Move	= 3 WP (lasts 2d4 rounds)
Special Ability	= 5 WP per round
Transform Setting (based on size of change)	
A Plant	= 2 WP
A Structure	= 4 WP
Entire Terrain	= 6 WP
Nullify effect	= Same as cost to create

* An ally will fight for the PC. Its scores are: Def = 10 + Lvl; Atk = 20 + Lvl, Dmg = d4 x Lvl; WP = 20 x Lvl

Foe	Def	Atk	Dmg	WP
Phantom/Friend	9	18	1d4+1	25
Warrior	12	22	1d6+3	40
Wyrm	13	26	2d4+1	55
Spider	14	20	1d8+2	38
Guardian	15	24	d10+4	49
Green Dragon	16	28	2d6+3	65

The Adventure

Entering the Mindweb: Suddenly the PC is surrounded by darkness; he feels disembodied. Then he finds himself floating down through swirling green mists to the first chamber.

1. Guardian: (Exits; 2, 3, 5, 7)

Clues: Battle Roar; Battered Door; Skeleton

Chuckling, a foe steps out of the mist. Use the Warrior stats, but describe it as you desire. Each time the PC returns to this room another foe awaits him, but add +1 to all its scores for each time encountered. Tactics may vary from taunting to trickery.

After the battle the PC may exit through the ceiling hole. If he has come to explore the Mindweb or this is his third visit, the other four exits appear.

2. Phantom of the Past (4, 6, 8, 10)

Clues:Smell of Earth; Long Tunnel; Stairs

Ahead the PC can make out a shadowy figure that seems familiar. This is a phantom of a comrade, lost love, or known NPC. He is the creation of the PC's concerns and may do different things. He may complain of the despair of the dream, or rip apart and a monster steps out to do battle or he might just heal 2d6 WP. Then he vanishes.

3. A Tough Decision: (2, 5, 6)

Clues: Dangling Sword; Rotting Beams; Goatskin

This windy chamber creates a dangerous dilemma for the PC. A phantom of an NPC cries for aid in the midst of a dangerous situation, such as of a raging fire, hanging halfway down a cliff, or floundering in choppy waters. For the PC to perform a rescue he must use some special ability or make 3 Wisdom Checks taking 1d6 points of damage each time he fails. The rescued phantom gives a hint about the nature of the dream and then the scene vanishes.

In the middle of the empty chamber floats a bubble containing words of light. This reveals the *orb*'s power of *airy water*

If the PC ignores the victim, the scene fades and a cold emptiness creeps over him. He has lost his will and all scores are at -4. This curse will remain if the PC escapes the Mindweb

4. Death's Hand: (No exit)

Clues. Deaths Head, Flashing Light, Rotting Odor

From the entrance the PC sees something to lure him into the room—treasure, a foe, or another exit. Upon stepping in, the PC finds only blank stone walls and no way out. The Mind of Evil gloats over the capture

The only way out is by changing the dream, which costs 10 WP. Roll 1d8 to determine which chamber he escapes to. If the PC has not discovered how to change the dream, have the character played as *charmed* for 1d6 days, before giving the player fifteen minutes to try to escape on his own Otherwise the PC remains *charmed*

5. Hollow Victory: (1, 7, 10)

Clues: Tarnished Metal; Spilled Wine; Chains

The PC discovers a foe awaiting. Describe the foe as you wish, but use the wyrm's stats. The foe declares that this is a contest and that the winner must agree to the loser's last request so long as it does not hurt the winner.

If the foe wins he will not honor the terms If the foe is reduced to 10 WP it cries defeat and demands something evil or harmful be performed, such as slaying an innocent or discarding a weapon

If the request is ignored, the PC suffers 1d6 points of damage If he meets the request there is a hollow mocking laugh for the PC has turned to evil. If he escapes he suffers an alignment change. The foe fades away.

6. The Creeping Dread: (3, 8, 10)

Clues: Darkness; Sound of Rats; Hooded Guide

This chamber recreates elements of fear darkness with things moving in it, being stranded on a ledge on a sheer cliff, weapon lost in a pile of bugs. The PC must dispel the fear with an ability or may make a Wisdom Check at -2 to escape it. If he fails he loses one weapon If he succeeds the scene fades and he stands before an open grave with a coffin. Hidden in the rotten burial wrappings within is a loaf of bread. When broken open, words of grain tumble out This reveals the *orb*'s *heal* power

7. The Gameboard: (3, 4, 8, 9)

Clues Trumpets; Narrow Passage, Secret Door

The scene is a checker board. Five Phantoms, appearing as wraiths, hounds, or old foes, stand on the far end. A bodiless voice explains the rules. The PC must cross the board to reach the last row. He may move one space a turn in any direction. The foes may each move one space ahead vertically or diagonally, but never back. If the PC is trapped he loses. The PC may attack the foes, but then all attack him. Foes may also move off the left side and onto the right side of the board in the same row To play this encounter, you need a checkerboard (eight by eight spaces). Select one counter for the PC and five for the foes Each side picks the squares (on their end of the board) on which their pieces begin.

If the PC wins he gains 4d6 WP

8. Warp of the Web: (1, 2, 4)

Clues· Briars; Tapestry; Ball of Yarn

This chamber is a maze, either hedges, tunnels, or paths hanging in space. The PC must reach the heart of the maze to escape. Each round, roll 2d6 to find the number of intersections and obstacles. A roll of 5 or 6 on the intersection die are special results: 5 = a switchback; 6 = a door in one wall. Each path has a value and to reach the center of the maze the PC needs a score of 5, but do not tell him Paths to the right = +1, to the left = -1, in the middle or going back = 0, and cheating = -2. If player gives up he is *charmed*

Roll	Obstacle
1	Nothing
2	Beast (Def 8; Atk 20; Dmg d4; WP 15)
3	Reverse of desired actions
4	Narrows (Wisdom Check)
5	Trap (Dmg 1d6; Int Check avoids)
6	Dead end

A spider hides in the center of the maze and responds to what PC thinks it will do. In the spider's belly is an egg sack and inside are emerald words that detail the *teleport* ability of the *orb*

9. Lament of the Lost: (3, 4, 6)

Clues· Reflection Beckons; Barred Door; Groaning

This room is an odd prison, for the cells are mirrors, paintings, or pools. One cell has a black drape across it. The jailer is a cowardly phantom and is easily defeated. If the PC has lost his soul or turned evil, cell 3 holds a duplicate of the character who either begs or demands to be freed If the PC does free himself, the curse is lifted The other cells hold monsters and an elderly lady. If the lady is freed she will warn against looking beneath the drape and then wither to dust If other PCs have been caught by the Mindweb they are imprisoned here.

To free a prisoner, the character must roll an attack against the cell's barrier (Defense = 16). Whether the PC succeeds or not, he loses 1d6 WP for attempting

In the center of the room is a crystal bowl filled with a blue liquid. Drinking the liquid causes a random effect (roll 1d4)·

1 = Lose 2d6 WP
2 = Split into two identical people until one is slain
3 = Able to see through the fabric of the dream for one turn and may move to room of PCs choice
4 = Gain 2d6 WP

Stirring the liquid causes words to form that reveal the power of *command dragon*

Behind the drape is a dark room with a cloaked figure. He looks up and steps from the cell This is a window into the past. The PC faces a shade of the true master of the *orb*, Fistandantilus. If he defeats the PC, he will take control of the PC Use the Guardian's statistics. The original Fistandantilus was a 23rd-level mage, and here in the Mindweb, his dream shadow self is unaffected by magic. He commands the dream during the combat.

10. Obstacle: (1, 2, 5, 7)

Clue: Above Floor; High Wind; Thorns

This chamber presents the PC with a hazard to cross: quicksand, a chasm, a forest fire, etc. The PC must figure out how to cross to reach the exits. This may be any reasonable method or via a Wisdom Check. Each round he fails, he takes 1d4 points of damage

11. Heart of Evil: (Exit)

This is the soul of the green dragon Viper, the power of the orb She appears if she is openly challenged or the PC has mastered the dream She will alter the dream in her battle Defeating Viper only expels the PC. She gains +1 to all scores each time the player uses the *orb*. If other PCs have been previously caught by the Mindweb, they are here in one of the cells

The Tale of the Cards

The TALIS™ card deck is a game device for your own enjoyment. You may use it to enhance the mystery of your adventures or just for the card games

The TALIS card deck may be used to look ahead at the challenges and obstacles of an adventure. The veracity of the tale they tell is left to the DM to decide Following are descriptions of the cards and key phrases to be used when making a reading of the challenges You will have to decide which of the interpretations best suits the situation or you may create your own as noted in the section on Making the Cards Sing Each card has two interpretations: one while right side up, called "Enlightened", and the other when inverted to the DM, called "Shadowed"

In addition, each of the cards may be used in a special way in a card game and the standard game use of the card is defined

1. Dragons/Orbs These cards are both great beginnings and great challenges. They depict a dragon of evil and a dragon of good in confrontation around an orb of might
GAME· As a Dragon this card CONQUERS all
As an Orb, this card can NULLIFY another
Beasts This card depicts a Black and a Copper dragon, the basest of all beasts
Enlightened: Greed and avarice
Shadowed: Fair dealings and trust
Earth This card depicts a Green and a Brass dragon, creatures of the wilds
Enlightened: Envy, sloth and malice
Shadowed: Trueheart, friend and ally
Waves This card depicts a Blue and a Bronze dragon, creatures of the oceans
Enlightened· Betrayal and deceit
Shadowed: Steadfast and faithful
Winds This card depicts a White and a Silver dragon, creatures of the sky
Enlightened: Coldhearted, unfeeling
Shadowed· Loving, caring and loyal
Flames This card depicts a Red and a Gold dragon, creatures of strong passions
Enlightened: Anger, rage and hatred
Shadowed· Opportunity, control and calm

2. Peasants These cards represent the common man and his relations with the beasts of the earth
GAME These cards are wild and can MATE with any other in some games
Beasts A barbarian girl confronts a cornered badger Each is master of their fate
Enlightened. Hidden dangers lie about
Shadowed: Discovery of some hidden secret
Earth A young kender watches the industries of a mouse and her offspring
Enlightened· Patience, rest
Shadowed: Impatience, action
Waves A black child fishes in a stream a bounty of fish already on the bank
Enlightened: Peace, blessings
Shadowed: False peace, curses
Winds An elven child herds sheep to market, head thrown back in joyous song
Enlightened: Contentment, good control
Shadowed Daydreams, plans go awry
Flames A dwarven maid finding her way through a dark cave is startled by bats
Enlightened· Guidance, surefootedness
Shadowed: Lose way, clumsiness

3. Stewards The stewards are the caretakers of the land and the masters of the field.
GAME· Stewards may STEAL a card from another
Beasts A barbarian plows a field driving ox on with a whip
Enlightened: Brutishness, a lout
Shadowed: Fair labor, strength of purpose
Earth A kender maid harvests grapes eating more then she picks
Enlightened: Cooperation, joyful help
Shadowed· Carelessness, selfish aid
Waves A black youth brings water to an irrigation ditch which feeds the fields
Enlightened: Deeds rewarded, kindness
Shadowed· Barrenness, selfishness
Winds An elven maid stands in a field
Enlightened: Innocence, good news
Shadowed: End of innocence, bad news
Flames A dwarven lad fights valiantly to control a raging forest fire
Enlightened: Courage, tenacity
Shadowed: Surrender, failure

4. Artisans These are all craftsman plying some trade or art for love of beauty
GAME· Artisans can cause a TRADE of cards.
Beasts A barbarian woman works a saddle beside a stream, while her mount stands watch
Enlightened: Preparation, readying for war
Shadowed. A dire warning, look for an omen
Earth A kender youth sits above a pond carving a horse from a block of wood.
Enlightened: Inspiration, worthwhile deed
Shadowed· Foolhardy, wasting time
Waves A black woman sits beside a waterfall in deep concentration painting
Enlightened· Great beauty, firm resolve
Shadowed· Fraud, wrong choice
Winds An elven youth sits above a bubbling brook lost in the music of nature as rain falls in the distance
Enlightened: Competition, success
Shadowed: Silly games, anxiety
Flames A dwarf tempers the edge on a newly forged swordblade
Enlightened: Pride, careful work
Shadowed· Jealousy, flawed endeavor

5. Scholar These cards depict students of lore and the lessons of the past
GAMES· Scholars can DISCOVER the identity of a card in another's hand
Beasts An aged barbarian spins an old tale while a wise owl nods sagely
Enlightened· Superstitions, false tales
Shadowed: Legends, lessons of history
Earth A kender scholar sits with his treasures before him a scroll blowing in his hand, but he is lost in the wonder of the wind.
Enlightened: Curiosity, lessons of nature
Shadowed: Laziness, cunning
Water A black sailor plots new journeys and the rain behind parts to form a rainbow
Enlightened· New goals, careful plans
Shadowed: Dissatisfaction, untried plans
Winds An elven maid stands atop a tower in blowing snow, surveying the land below
Enlightened: Good advice, perception
Shadowed: Unwise decisions, deceived
Flames A dwarven cleric sits on a roof studying by lantern, a beacon shines through the misty skies
Enlightened· Enlightened, hard study
Shadowed: Confused, mislead, carelessness

6. Warrior These cards depict warriors standing in defense of their land.
GAMES: A Warrior may Protect a hand
Beasts A barbarian warrior stands watch by torchlight with two watch wolves
Enlightened: Accusations, demands
Shadowed: Judgement, understandings
Earth A kender maid stands defiantly in a parched land, blocking the way.
Enlightened· Duty, caution, danger
Shadowed. Thieves, thorny problems
Waves A black woman stands ready with trident and net to capture the foe.
Enlightened· Protection, adaptation
Shadowed· Capture, defeat
Winds An elven warrior stands wearily above the smoldering remains of a battlefield
Enlightened· Freedom, victory, waiting
Shadowed: Bondage, bleak future, brooding
Flames A dwarven warrior attacks the foe before a flaming city.
Enlightened Champion, costly freedom
Shadowed: Adversary, threat passes
GAME This card is the CHAMPION and can defeat any dragon card

7. Mage These cards depict mastery over the wild elements of nature
GAME: The Mage may either be used to cause the play to SKIP another or to force a CHANGE (discard and draw a new card) for a player

Beasts A barbarian shaman chants an ancient paen, while his mandrill familiar echoes the plea
Enlightened· Dishonesty, treachery
Shadowed: Beware, dark forces are at work

Earth A kender druid stands in a mist swirled graveyard, summoning new life from the earth
Enlightened· Rebirth, renewal, healing
Shadowed: Fear, rejection, infection

Waves A black sorceress summons the elements to do her bidding
Enlightened: Friend, charming, leader
Shadowed Hate, seduction

Winds An elven warlock summons the fury of the winds
Enlightened: Self control, mastery
Shadowed: Turbulence, cruelty

Flames An ogress feeds a boiling cauldron in the shadow of erupting volcanoes.
Enlightened· Trouble brewing, wounds fester
Shadowed· Fears unfounded, false rumors

8. Lady These cards depict ladies of the land and queens of their domains
GAME: The Lady can PRESERVE peace, forcing a player not to take an action

Beasts A noble barbarian woman stands on a hill with her faithful bear
Enlightened· Unyielding, stubborn
Shadowed· Dependable, supportive

Earth An kender matron studies the bounty of the earth
Enlightened: Work rewarded, bounty reaped
Shadowed· Poor work, poor harvest

Waves A black woman views the still seas beneath the full moon from atop a tower.
Enlightened: Health, tranquility
Shadowed Illness, doubts, darkness

Winds A noble elven woman stands on a mountain top surrounded by visions.
Enlightened· Faith, hope and mercy
Shadowed. Disillusion, despair, nightmares
GAME This is Faith, Majere, the 21st god, she can COMPLETE any Court

Flames A dwarven matron tends a hearth
Enlightened: Hospitality, warmth, welcome
Shadowed· Overindulgence, refusal

9. Lord These cards depict lords of the land and masters of their domains
GAME Lords can COMMAND and increase the value of each card in the hand by one

Beasts A noble barbarian sits on an antlered throne, a noble stag stands behind him
Enlightened: Injustice, tyranny
Shadowed: Justice, democracy, fairness

Earth A kender lord slouches beneath an oak tree drinking wine.
Enlightened: Prosperity, fortune
Shadowed: Sloth, misfortune

Waves A noble black lord sits on a throne of seashells before a stormy sea
Enlightened: Council, purpose
Shadowed: Bad council, misguided

Winds An elven lord sits in a lofty throne, a borealis plays in the sky
Enlightened: Command, Leadership
Shadowed. Domineering, single minded

Flames A dwarven lord sits on a gem encrusted throne; a phoenix rises behind
Enlightened: Triumph,
Shadowed: False victory, loss of vision

The nine Fate cards have two distinct aspects. In this version, the Elian deck, the cards depict twenty of the 21 gods of Krynn. In decks of other lands they may differ

Balance This depicts Shinare and Hiddukel.
Enlightened: Wealth, freedom, power
Shadowed: Greed, slavery, betrayal
*GAME: This card may be used to either **Borrow** using 1 card from another's hand, or **Betray** replace one of foe's cards*

Grove This depicts Branchala and Chislev.
Enlightened: Nature, bounty, abundance
Shadowed· Wilds, beastial, uncontrolled
*GAME: This card may be used to either **Treaty** making holder immune to attacks, or **Coerce** forces foes to attack each other.*

Sea This represents Habbakuk and Zeboim, while a shadowy figure circles above
Enlightened: Sea, creation, passion
Shadowed: Violence, seething, jealousy
*GAME. This card may be used to either **Return** allowing recovery of discarded cards **Revers** changing the flow of the play.*

Knowledge This depicts Zivilyn and Gilean
Enlightened: Wisdom, hidden treasure
Shadowed: Surface knowledge, lack of sense
*GAME· This card may be used to either **Reveal** forcing a foe to show his hand, or **Demand** forcing all to tell the truth once*

Weapon This depicts Reorx and Sargonas.
Enlightened. Forge, a tool, shaping
Shadowed: Vengeance, destruction
*GAME: This card may be used to either **Defeat** forces foe to lose 1 card, or **Slay** forces foe to draw a new hand.*

Wizard This depicts Sirrion and Lunitari.
Enlightened· Change, transform, graystone
Shadowed. Illusion, phantasms, mislead
*GAME: This card may be used to either **Transform** making one card wild, or **Redirect** turning an attack against a foe*

Empress This depicts Mishakal and Morgion
Enlightened· Life, blessings, beauty
Shadowed: Decay, disease, weakness
*GAME· This card may be used to either **Strengthen** drawing 2 extra cards, or **Weaken** causing a foe's hand to be counted as one hand weaker*

Emperor This depicts Kiri-Jolith and Chemosh
Enlightened: Hero, slayer, general
Shadowed. Bane, enemy, ravager
*GAME: This card can be used to either **Lead** making hand next higher value, or to **Destroy** eliminating 1 foe's hand*

Dragonlord This depicts Paladine and Takhisis as the Dragon aspects and Solinari
Enlightened: Ruler, order, light, control, hope and beacon
Shadowed: Evil, chaos, darkness, failure, despair and devouring shadow
*GAME· This card may be used to either **Control** Tell foe what he may or may not do, **Select** May choose the play for a foe.*

Making the Cards Sing

The use of the TALIS™ card deck in your adventures adds an element of mystery and the unknown. Two ways to read the cards are given You may create others. To make a reading, all you need do is shuffle and deal the cards in the patterns described. Then read the introductory sentence for each location and interpret one of the meanings, whether *enlightened* or *shadowed*

You may use these cards only to entertain or you may allow the results of a reading to lead and inspire your adventure encounters. Or you may create your own interpretations to the adventure. An example is given

Shuffling Since the cards have a different meaning when they are upside down it is important to mix the deck so that approximately half are inverted To do this cut the deck in two and then point the ends at each other and shuffle them together Repeat this process several times before starting If you want to let the players participate, they may shuffle the deck too Once the cards are shuffled, cut them into three piles and then pick them up in the reverse order You are ready to start

Laying Out the Cards It is not important in which way you turn the cards over, only that you do it the same way for the entire reading, whether this is end over end or side to side

The Sash is used by seers and oracles to store the cards and control the readings. It is always laid out crosswise in front of you with the tassels to the right. The symbols on the sash are the four elements and infinity and the three phases of time, the past, present and future The topside of the sash represents the challenges while the bottom side forms the supporting forces. Cards are always place first to the left and then to the right depending on the method of reading

Seeker A fifty-fifth card is provided to be used to represent the PC seeking an answer. It depicts elements from all the suits

Reading the General Atmosphere After the cards are laid out, but before beginning the reading review the cards and take note of any sets of cards that might be present, whether this set is several cards of one suit or House (the same values) or Fates or an abundance of Court cards. These show a major influence.

Dragons Great rewards or great challenges
Peasants A revolt or a disorganized mob
Stewards A harvest or plotting
Artisans A contest or an industry
Scholars A discussion or an argument
Warriors A battle or armed resistance
Mages A quest or an enchantment
Ladies One's home or gossip
Lords An alliance or enemies marshalling
Beasts Trials of man, treachery and rages
Earth Trials of nature, wit and industry
Waves Trials of heart, health and skill
Winds Trials of will, faith and knowledge
Flames Trials of arms, leadership and pride
Fates Trials of control, mastery & mystery
Courts Trials of state, diplomacy & lies

The following phrases are used to start a reading and at its conclusion.

Start Let us turn to the future and our eyes be opened to the challenges that await so that by seeing our path more clearly, we will not stumble on't

Conclusion As the fates have deemed us worthy to receive this foreshadowing, may no ill come of this reading, but rather may we turn this knowledge to armor us in the trials that await

Methods of Reading

YES/NO - WEAL/WOE This method is fast and simple and determines if an idea is good or bad or if the results will be harmful Deal and cut the cards then spread them and draw and turn up three Look at how many cards are right side up. If three, the answer is definitely YES, if two, the answer is Yes with some conditions. The reverse is true if they are inverted meaning NO and No.

The Journey This is the most complex and most detailed method for reading the cards Shuffle and cut the cards. Then deal out ten cards in the pattern shown. If a power card is turned up, place it above the sash and deal another card. Here are the meanings of each

0. The Seeker This card represents those who seek to know the paths they must trod and what fortune lies before them

1. The Companion This card accompanies the seeker on his journey influencing his decision, this card is always friendly Your companion is

2. The Path This card shows the path you already tread and the winding way before. Your path is:

3. Crossroads Here you are faced with a decision, three paths lie before you and you may only choose one. Those forces that influence your choice are:

4 Challenge Before you continue you face a challenge that may alter the future or change your decision. This challenge is:

5. The Right Path This path leads to trials of might and health. You will be sorely tried by enemies here, whose purpose seems to be:

6. The Left Path This path leads to trials of cunning and insight Your foes are clever and will try to trick you. You must beware:

7 The Straight Path This path leads to trials of the heart and spirit. Your faith will be tempered by the fire, your trials will be:

8. The Goal Your goal lies in the past, created in a time before to tempt you now. The goal you seek will bring you:

9. The Foe Your goal is guarded by a powerful adversary who desires your defeat. Your foe is

10. Influence Over the entire adventure a force broods, manipulating the events for its own unknown purpose. This influence is:

11. Fates These cards represent powers beyond the ken of mortal men, forces pushing and pulling at one's destiny The powers you must beware are

Ogress' Prophecy

Add these interpretations to the Oracle's reading of the heroes' Journey. These quotes refer to different features of the adventure Each suit adds a location to the item if appropriate

Beasts There are waving grasses and vast wilds here, trod by no man

Earth Your path takes you through dark winding woods and thorny forest.

Waves By water you must go, and feel the mist on your cheek

Winds High windy lands lie between you and your goal, past rolling hills and shifting dune

Flames This lies in a desolate land, amid broken hills

Fates Wither your path leads lies in the hands of a higher power to choose

Each of the numbers of the five natures have these added meanings

1o. Here there is conflict of good and evil, vying over a great gray stone

2. Here is a cowardly, lazy creature. He lives on the labor of others more mighty

3. You have a strong ally in an ancient creature of the earth. Do not betray him, he is your greatest strength.

4. Valiant allies of the wave will come to your aid if you are true to them

5. Here is an unlikely ally, one who knows much, both of aid and woe.

6. If you seek flight, turn to the warriors of the land, those who love liberty.

7. Here is a deceiver, hiding beneath the form of dear friends

8. Here is a dark lady of power Her courage unchallenged. Her motives noble but misguided. Here is your greatest challenge

9. Here is a brooding lord of darkness his evil seeps into all, his horror threatens to spread across the land. Here is one beyond life, yet still clinging to a mortality.

Each of the Fate cards has a special meaning.

Balance Here there is conflict between freedom and tyranny An evil pact is forged

Grove There is a dark shadowy creature here It threatens to swallow the light.

Sea To the sea lies your goal. You must cast your nets to see what you will catch. There is a guardian that watches over you.

Knowledge There is a hidden knowledge that you must seek It will be the key to victory

Weapon There is a great vessel of power. It may lead the way to freedom if you can find its master and bring her forces to your cause

Wizard Trust none, there are those who seem friends who serve only their own purpose

Empress There is a dark lady who rules the evil Only you have the power to thwart her plans.

Emperor Beware the horned warrior, he stands athwart your path

Dragonlord There is a glimmer of hope here, a secret ally, a creature of the light

Rumors, Legends, & Omens

Rumors are used to provide PCs with important clues and warnings about the adventure When to give rumors is explained in the DM Notes in the Prologue. A rumor or several rumors may be selected based on the location of the PCs or by rolling 1d20 Rumors may be learned by talking to someone, bribing, overhearing, posters, and reports. You may create your own rumors about the land or create adventures based on the legends (Roll 1d6 1-3 = Rumor, 4-5 = Legend, 6 = Omen)

Rumors

1. Posters urge brother to betray brother There is a price on every elf for the deliverance of the lord of the rebels, Renard
2. The Highlord does not wear a helm
3. The ogres resist this rule of evil men and would as soon make war with each other
4. The dead have been awakened to join the forces of the Highlords
5. Squads roam across the land recruiting all able-bodied men, killing all who resist
6. If ever in need of a friend, seek one known as Pig-faced Willy
7. A humorous tale is told of the kender who drove the Highmaster and his army from their woods, though they were outmanned
8. The rebels are lead by one who can vanish into the woods, and his second, a brother to the beasts
9. The rebel's sign is a sash, green as the leaves and red as our foe's blood
10. The rebels can come and go at will from the Highmaster's stronghold
11. The Highmaster is a cowardly sot, renowned for his girth and atrocious odor
12. The Highmaster has a mysterious aide who can go anywhere, see anything
13. Within the Highlords' forces are our friends, a viper at the Highlords' breasts
14. Few ships leave the ports save those garrisoned by draconians and bound to the Plains of War Only fishing boats may leave each day, and they must stay near the safety of a harbor or face the savage pirates
15. Pirates infest the Sea of Istar. They prey on the weak, steering wide of the Highlords' ships as if they had a pact. Worst of the lot is Mandracore, the most vicious, bloodthirsty scoundrel to sail the crimson tide
16. The pirates are superstitious and easily spooked by children's tales
17. A visiting Highlord is looking for something or someone. Since his flight came, all are stopped and questioned
18. The black captain is a brave one who has sneered in Highmaster's face and lived
19. The black captain's guardsman is more beast than human He can charm any woman
20. Seek Sevil Draanim Rev. He knows all one could desire and can obtain anything, if the price is right He is as loyal as money.
21. Ogres are recruiting men to guard their caravans
22. Tales of heroes who have slain dragons abound, tales of a dour warrior, a frail elf-maid, a crafty dwarf, and a clever kender
23. The rebels are learning to *summon lightning* to confront the Highlord
24. Rumors abound of the Highlords betraying their pirate allies
25. The Highlords and ogre chiefs plan a secret meeting to cement their alliance
26. The bullmen of Minas are a vicious, bloodthirsty lot even crueler than pirates
27. The Spring of Habbakuk has been found. The waters give mastery over the sea
28. The ogres have a monstrous secret: A creature so fearsome that few are sure if it is the guardian of the ogres or if they are its thralls

Legends

1. A gray stalker haunts the wilds He can not be harmed. He drains vitality
2. On a rocky shore, in a bloodstained ruin, restless souls mount an eternal vigil, watching still as they watched at the end of Istar.
3. On moonless nights the Blood Sea roils and churns with the torment of the wicked souls of the lost
4. There is a mist-shrouded island that holds the bane of all things
5. Legend tells that Elian the Fair, lap of civilization, hosts the Garden of Wonder
6. By the crystal caves is a creature whose beauty can blind a man. It sings a sad refrain of the lost majesty of the land
7. Grim games of horror and barbarity are enacted in the arena of the minotaurs
8. It is said that high within the mountains of Minas live men who can fly
9. The Mire, a graveyard of ships, can only be found when it claims another. A pirate's ransom is said to be buried there
10. Death's Teeth, twin towers that guard Reaver's Bay, were once homes to two brothers who kidnapped and slew the other's family and swore enmity forever
11. The very earth rebels against the oppressors, swallowing entire armies so that even the Highlords fear the land
12. A monstrous beast, called Shirgrenth, haunts the Gaggle Woods Hunting at night, it can eat an entire herd. Only fire can harm it
13. The Oracle of Elian is able to unravel the skeins of Fate, and see the future. She has foretold that a band of heroes will pass this way and should be sent to her. These heroes hold the key to the Highlords' defeat
14. A monstrous child of the Dark Queen prowls the land, destroying rebels
15. The trees of Grimsome Glade are as old as the Age of Dreams. They resent man and unnatural beasts, slaying all trespassers
16. As a creature nears his span of years he is called to dance the Death Spiral, a final game with Death that none can win.
17. A spring of life is lost in the Dairly Plains It brings health and youth to some, but madness to others
18. In the ogrelands, legend tells of the Valley of Vipers, where plum-sized gems carpet the earth. None dare seize them, for serpents coil among them and poison the land
19. Far to the north in the Worldscap dwells the living Beacon, a guide to lost mariners, and a candle of hope in dark times
20. Long ago, there were five Towers of High Sorcery. But the Priestking ordered them sealed for all time. One stood above the capital of Istar

Omens

1. Ravens circle in the sky foreshadowing dangers or carnage.
2. A white stag bounds toward the area of most hope for the party. Then it disappears
3. A sudden gust of wind blows and a cloud or leaf shadows form a deathshead
4. A bird struggles in a thorn bush.
5. The clouds or leaves part, and a ray of sunshine illuminates the path ahead
6. Where the party treads, the grass does not spring back, but withers and dies.
7. Storm clouds billow on the horizon.
8. A pale faerie fire dances toward the party, attracted to metal and wood
9. A lucky find· a copper coin, a shawl, a thimble, a button, a buckle, or an empty vial
10. Bleached white branches stick out of the earth like the bones of an ancient beast.
11. A feeble screech breaks the silence and a dead bird falls at the party's feet.
12. Floating wreckage supports a shadowy burden· a survivor, body, otter, etc.
13. Racing through the waves, a pair of dolphins keeps pace with the party's ship
14. On the horizon the sky turns a crimson hue, boding fair weather or foul
15. A breeze fills the air with windseed
16. A green leafed bough floats past.
17. A rainbow appears before the party
18. A shadow sweeps across the land
19. Low flying birds dart about, diving and turning in a mad dance.
20. A small silver fox yips at the PCs. It leads them to secret paths, overlooks, and hidden details before vanishing

A FRIEND IS AUTOMATICALLY FRIENDLY TO THE PC — A FOE IS AUTOMATICALLY HOSTILE TOWARD PCs

AN NPC IS A CHARACTER WHOSE RESPONSE DEPENDS ON THE ACTIONS OF THE PCs

Waylorn Wyvernsbane *8th-level Human Druid (Friend)*

STR 8 WIS 16 CON 14 THACO 16
INT 9 DEX 13 CHR 15 AL N HP 36

AC 5 (*Leather Armor* +2, +shield)

WEAPONS Cudgel (1D6/1D3), *Staff of the Serpent* (3-8/3-8), *Scimitar* +2 (3-10/3-14)

SPELLS 1st: 6 2nd: 6 3rd: 3 4th: 1

ABILITIES Identify plant, animal, pure water Pass without trace, Immune to woodland *charm*, Change to bird mammal, and reptile once each day

EQUIPMENT Backpack metal mirror

LANGUAGES Common, Silvanesti Elf, Solamnic, Qualinesti Elf, Hill Dwarf, Draconian

See back of card for more information

Berem Everman *5th-level Human Ranger (NPC)*

STR 12 WIS 11 CON 13 THACO 16
INT 15 DEX 12 CHR 13 AL N HP 37

AC 10 (No Armor)

WEAPONS Daggers (1D4/1D3), Short Sword (1D6/1D6)

ABILITIES *Regenerates* 1 point per round of all damage; immune to fire, acid, poison, magic, disease, drowning, and petrification, trained hunter, tracker, and navigator

LANGUAGES Common

See back of card for more information

Silver Fox *7th-level Half-Elf Ranger (Friend)*

STR 17 WIS 15 CON 16 THACO 13
INT 13 DEX 10 CHR 13 AL LG HP 63

AC 4 (Splint Mail, *Elven Cloak*)

SAVES: +1 vs. Mental

WEAPONS *Long Sword* +1 (2-9/2-9) Long Bow w/20 arrows (1D6/1D6, #AT 2)

ABILITIES 90% resistant to *sleep* and *charm* Infravision 60' range Surprises on 1-4 in 6

LANGUAGES Common, Silvanesti Elf, Kender Goblin, Hobgoblin, and Draconian

See back of card for more information

Badger *6th-level Dwarf Fighter/Thief (Friend)*

STR 18 WIS 11 CON 17 THACO 15
INT 10 DEX 16 CHR 12 AL CG HP 54

AC 5 (Studded Leather, DEX bonus)

WEAPONS Daggers (1D4/1D3), Bearclaw (1D6/1D6) *War Axe* +1 (1-7/2-5)

THIEF ABILITIES PP 55%, OL 62%, FT/RT 60%, MS 47%, HS 37%, HN 20%, CW 82%

LANGUAGES Common, Hill Dwarf, Goblin

See back of card for more information

Sevil Draanim Rev *6th-level Fighter (9th-level Cleric)*

STR 14 WIS 16 CON 15 THACO 16
INT 12 DEX 10 CHR 18 AL NE(L) HP 64

AC 5 (Ring Mail; +2 *Ring of Protection*)

SAVES +2

WEAPONS Sap (1-2/1-2 Knockout 10%) War hammer (2-5/1D4), *Spiked Chain* +2 (4-14/4-10), *Amulet of Spell Turning* (glows when a spell is cast)

SPELLS 1st: 6 2nd: 6 3rd: 3 4th: 2

LANGUAGES: Common, Solamnic, Draconian Qualinesti Elf, Hill Dwarf, Goblin, Ogre

See back of card for more information

Lord Toede *7th-level Hobgoblin Fighter (Foe)*

STR 16 WIS 11 CON 16 THACO 13
INT 8 DEX 10 CHR 6 AL LE HP 42

AC 4 (*Dragon Scale* +1; shield)

WEAPONS Sling w/20 bullets (2-5/2-7); *Bastard Sword* +1 (3-9/3-17)

ABILITIES Infravision 60-ft range, *charm*—can mass charm goblins, hobgoblins, and ogres to follow his orders fanatically, up to 32 HD, can leap up to 30 feet each round instead of normal move

LANGUAGES Common, Goblin, Hobgoblin, Ogre, Draconian, Solamnic

See back of card for more information

Gildentongue *8-HD Aurak Draconian (Foe)*

STR 12 WIS 11 CON 10 THACO 10
INT 17 DEX 13 CHR 16 AL LE HP 49

AC 0 (Natural) #AT: 2

WEAPONS Energy blasts (×2) (1D8 + 2), Breath (3/day)

EQUIPMENT *Amulet of Proof against Detection and Location*, *Amber* (100 stl.) (Clairvoyance once per day), *Dispel Magic Rod* (Lvl 20) (5 charges, area of effect 1" cube); *Potion of Water Breathing* (×2) *Slow Sand* (2 doses)

LANGUAGES Common, Draconian, Hobgoblin, Ogre, Silvanesti Elf, Solamnic

See back of card for more information

Kitiara *14th-level Human Fighter (NPC)*

STR 14 WIS 7 CON 14 THACO 8
INT 13 DEX 18 CHR 14 AL LE HP 65

AC −2 (*Dragon Plate* +1; DEX Bonus) #AT: 2

WEAPONS *Dagger* +1 (2-5/2-4), *Bastard Sword* +3 (5-11/5-19) *Crossbow of Speed* w/10 bolts (1D4/1D4; #AT2)

EQUIPMENT *Ring of Telekinesis*, *Ring of Spell Storing*; *Potion of Extra Healing* (×2), *Amulet of Darkness*—speak with Dark Queen (1/day)

LANGUAGES Common, Plainsman, Solamnic, Draconian, Qualinesti Elf, Kender

See back of card for more information

Sevil is a man of mystery. He claims to be a warrior, but is secretly a cleric. No one knows of his clerical abilities and he misleads those who suspect into believing his powers come from his amulet.

Sevil's throat bears the nasty scar of a hanged man, and speaks with a hoarse, raspy voice. He is secretive, but willing to aid the Dragon Highlords' enemies for his own purposes.

Sevil appears to be the ultimate mercenary, selling anything if the price is right. He mainly sells information and weapons. His information seems to be at least 60% correct.

Sevil is loyal only to himself. A fallen cleric, he desires to prove his worth to the Dark Queen and recover his status. He resents Toede's rank above him, and will betray him if given the chance. To disgrace Toede, he will try to break the Ogre Alliance and thwart Toede's other plans.

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Lord Toede is the Dragon Highmaster in charge of Balifor. He gained his rank by surviving when his superiors did not. He is a slothful, cowardly bully, full of bluster and threats when he has the upper hand, but a sniveler and whiner around superiors.

He possesses a crude cunning, and is quick to escape when the going gets tough. On his amphi dragon he feels like a king and may take risks.

He prefers to act cowardly, while creating plots that are less risky to him. He is a back stabber, and is quick to shift blame to others. He believes he has a secret alliance with Sevil. He resents Kitiara greatly.

Hopsloth, his amphi dragon, is as surly as its rider. It has the demeanor of a fat toad and delights in terrorizing others. Loyal to Toede, it will do anything to help him. More details on amphi dragons are given under New Monsters.

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Gildentongue is a special agent of the Dark Queen, sent to keep the peace between Lord Toede, Kitiara, and her other allies. He reports back on any trouble. Only Toede and Kitiara know of his true nature. He responds to their orders only if it suits him.

Loyal to the Dark Queen and her purposes, he was sent to spy on Kitiara, as he distrusts her motives. To frustrate her, he supports Toede whenever possible. Hearing of the Oracle's prophecy he wants to seek her out for some answers and then intends to slay her. If he encounters the PCs, he attempts to mislead them into danger with friendly advice and then reports on their presence to Toede.

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Kitiara is General of the Blue Dragon Wing, one of the top five commands of the Dragonarmy. Her keen military ability, a legacy from her warrior father, and her alliance with the blue dragon Skie, have helped her to rise through the ranks of the Dragonarmy swiftly, quietly eliminating any who stood in her way.

Though Kitiara appears to remain calm and in control during combat, she is a woman of strong passions. She is self-assured and independent, full of vitality. She is motivated by a drive for power and a desire to best men. She seeks vengeance against those who anger her.

In her position, information is the most valuable commodity, and she captures important characters rather than slay them.

She keeps her distance from others to avoid vulnerability. She views her mount Skie as a loyal pet. She hopes to someday find her brothers and Tanis and convince them to join her.

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Waylorn Wyvernsbane is from another millennium. Recently reawakened in this time, Waylorn is confused about this era. In his time the last dragons had been driven from the world and only wyverns remained.

Waylorn is a trustworthy comrade, but serves his own purpose. He believes that his failure to stop his elven lover Silvyana, who had turned to evil, caused the Cataclysm. He sought the enchanted sleep to pursue her through time. He is secretive about his past.

Waylorn usually acts as most druids, but when confronted by draconians, dragons, or lizards, he throws off his helm and shouts challenges and wades into battle as if a valiant warrior. After the battle, it may be several hours before he returns to normal. During this time he claims to be the Huma of legend, and sees everything as grand quests to be undertaken. If pressed about his being Huma, Waylorn becomes confused and returns to normal.

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Berem was first encountered in DL4, *Dragons of Desolation*, as a crazed old man, prisoner of the Daergar. He has shaved his scraggly beard and now appears younger, though weathered. There is a 1 in 10 chance that any PC, except Kronn or Serinda, may notice something familiar about the man. He speaks little and attempts to avoid others.

Berem is a hunted man and only seeks to remain free and unnoticed. He is both fearful of and fascinated by the Dragon Highlords. He is aware of his inability to die, but will not reveal this to others. He faces his trials with the sullenness of a martyr. The threat of capture by the Dragon Highlord sends him into a frenzy.

Imbedded in Berem's chest is a dull gray fist-sized gem. This mysterious gem cannot be removed and makes him immortal. When the gem is healing him, it glows green. The Dark Queen wants this gem and her people are searching for the man who has it.

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Silver Fox is the leader of a band of rebels who hide in the Gaggle Woods. Not strong enough to challenge the entire Dragonarmy, their knowledge of the land allows them to raid and evade pursuit. He is a dashingly handsome, slender half-elf.

Silver Fox's ultimate goal is to make the Dragonarmy's life so unpleasant that they will eventually leave. He delights in taunting the enemy. Realizing that the inept Toede is his best ally, the Fox does what he can to help Toede retain his post. Silver Fox helps enemies of the draconians, but he is cautious and does not risk the lives of his men foolishly. Silver Fox's band of freedom fighters include 18 2d-level Wild Elf fighters, four 7th-level Wild Elf fighter/druids, eight 2d-level dwarf fighters, three 5th-level kender thieves, and 15 4th-level human fighters.

He rides a black stag named Sable (AC 7, MV 18", Save as F4, hp 30, # AT 3; THAC0 15; Damage 1d6/1d6/2d4). Sable is a highly intelligent creature, able to follow simple commands. He hates draconians.

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Badger is a feisty hill dwarf and lieutenant to Silver Fox's freedom fighters. His clan was decimated by the Dragonarmy, who carried many of his people off to work as slaves, mining ore and crafting weapons.

Badger does not trust strangers and only fights alongside elves and kender because of their common cause. Badger snarls at all challenges, and growls at friends. A grim and crafty fighter, he has sworn to one day personally slit the throat of a Dragon Highlord. He is terrified of dragons, however.

He has a warthog mount named Gouger (AC 7, MV 15", Save as F3, hp 25; # AT 2; THAC0 16, Dmg 2d4/2d4). Gouger has average Intelligence and only responds to Badger's commands. He is very ornery, but fond of fruit.

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Tiera Lengstrien *6th-level Fighter (NPC)*

STR 14 **WIS** 7 **CON** 14 **THACO** 8
INT 13 **DEX** 18 **CHR** 14 **AL** LN(E) **HP** 65

AC 2 (Leather Armor, DEX bonus, +2 *Cloak*)

#AT: 2

WEAPONS *Dagger +1* (2-5/2-4); Chain-weighted Sash (2-7/2-8), Throwing Daggers (×4) (1D4/1D3)

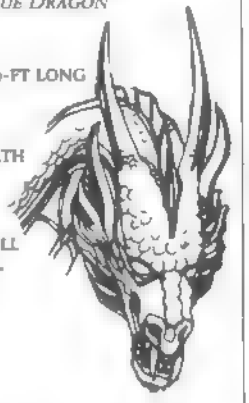
EQUIPMENT *Ring of Telekinesis*; *Ring of Spell Storing (Dispel Magic, Melf's Minute Meteors, Minor Globe of Invulnerability)*

LANGUAGES Common, Plainsman, Solamnic, Draconian, Qualinesti Elf, Kender

See back of card for more information

Skie (Khellendros) *Very Old Blue Dragon*

HD 9 **hp** 63 **MV** 9"/24" **THACO** 12
SAVE F10 **STR** 22 **INT** 13 **AL** LE **SZ** 40-ft long



AC 2 **#AT** 3

ATTACKS Claws (1D6/1D6), Bite (3D8); Breath Weapon Lightning (63)

SPELLS (Illusionist) **1st:** 3 **2nd:** 3 **3rd:** 1

EQUIPMENT *Ring of Protection +2*, Scroll (Lvl 12—*Alter Self, Darkness, Paralyzation, Rainbow Pattern, Shadow Magic [Fireball]*)

LANGUAGES Common, Draconian, Silvanesti Elf, Dragon, Solamnic

See back of card for more information

Blue Wizard *6th-level Illusionist (NPC)*

STR 12 **WIS** 11 **CON** 12 **THACO** 15
INT 18 **DEX** 10 **CHR** 14 **AL** LE **HP** 63

AC 8 (*Ring of Protection +2*)

WEAPONS Dagger (1D4/1D3); Staff (1D6/1D6)

ABILITIES As blue dragon Skie

SPELLS (Illusionist) **1st:** 3 **2nd:** 3 **3rd:** 1

EQUIPMENT *Ring of Protection +2*; Scroll (Lvl 12—*Alter Self, Darkness, Paralyzation, Rainbow Pattern, Shadow Magic [Fireball]*)

LANGUAGES Common, Draconian, Silvanesti Elf, Solamnic, Dragon

See back of card for more information

Maquesta Kar-thon *6th-lever Half-Elf Fighter Thief (NPC)*

STR 15 **WIS** 13 **CON** 16 **THACO** 15
INT 11 **DEX** 18 **CHR** 13 **AL** N **HP** 50

AC 4 (Leather Armor, DEX Bonus)

WEAPONS Daggers (×8) (1D4/1D3, #AT 2), *Long Sword +1* (2-9/1-13)

ABILITIES Infravision 60-ft, 90% resistant to *Sleep* and *Charm*; surprises on 1-4

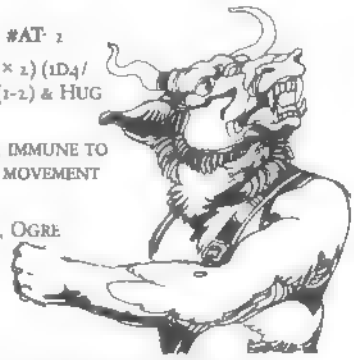
THIEF ABILITIES PP 65%, OL 52%, FT/RT 45%, MS 47%, HS 42%; HN 20%; CW 92%

LANGUAGES Common, Solamnic, Minotaur Ogre, Goblin, Silvanesti Elf

See back of card for more information

Bas Ohn-koraf *8 + 4 HD Minotaur First Mate (NPC)*

STR 18/90 **WIS** 6 **CON** 14 **THACO** 10
INT 8 **DEX** 10 **CHR** 6 **AL** N(E) **HP** 55



AC 6 (Natural Armor) **#AT:** 2

WEAPONS Horns (2D4), Daggers (×2) (1D4/1D3); Large Club (1D8/1D6), Fist (1-2) & Hug (1D6)

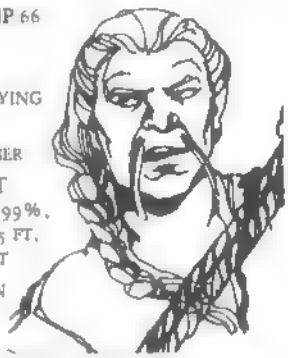
ABILITIES Infravision 60-ft range, immune to normal fear; poor swimmer (1/4 movement rate)

LANGUAGES Minotaur, Solamnic, Ogre

See back of card for more information

Fritzen Dorgaard *7th-level Half-Ogre Fighter/Thief Acrobat (NPC)*

STR 18/51 **WIS** 7 **CON** 17 **THACO** 11
INT 8 **DEX** 16 **CHR** 12 **AL** CN **HP** 66



AC 6 (Leather Armor, DEX Bonus)

WEAPONS Daggers (×2) (1D4/1D3), Belaying Pin (1D6/1D3) (1D6/1D3)

ABILITIES Infravision 60-ft, good swimmer

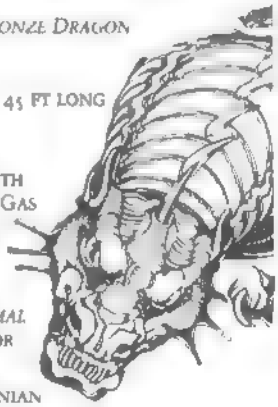
THIEF ACROBAT PP 45%, OL 52%; FT/RT 45%; MS 55%, HS 55%; HN 30%; CW 99%, Balance 80%, Evading 15%; Vault 9.5 ft, Break Fall 50% (10 ft), Leaping 4 25 ft

LANGUAGES Common, Ogre, Hobgoblin

See back of card for more information.

Clarion (Alacourt) *Ancient Bronze Dragon*

HD 9 **hp** 72 **MV** 9"/24" **THACO** 12
SAVE F12 **STR** 20 **INT** 15 **AL** LG **SZ** 45 ft long



AC 0 **#AT:** 3

ATTACKS Claws (1D6/1D6), Bite 4D6), Breath Weapons. Lightning (72) or Repulsion Gas (save vs. breath weapon or move away for six rounds)

SPELLS 1st: 2 **2nd:** 2 **3rd:** 2 **4th:** 2

EQUIPMENT *Ring of Protection vs. Normal Missiles*; *Polymorph Potion*, See lair for rest of treasure

LANGUAGES Common, Minotaur, Draconian

See back of card for more information

Kitiara's Lieutenants *(Foes)*

Highmaster Ettel Rense 10th-level Human Fighter

Highmaster Beyla Donth 7th-level Human Cleric

STR 16 **WIS** 14 **CON** 12 **THACO** 12 or 16
INT 9 **DEX** 13 **CHR** 11 **AL** NE(LE) **HP** 58(43)

AC 1 (*Dragon Plate +1*; shield) **FTR #ATK:** 3/2

WEAPONS Daggers (×2) (1D4/1D3); *Shorthaft Guisarme Voulge +1* (3-9/3-9; Double damage on roll of 20), War Club (1D6/1D3); *Morning Star +1* (2D4/2-7; Paralyze on roll of 20)

SPELLS (Beyla's) **1st:** 5 **2nd:** 3 **3rd:** 2 **4th:** 1

LANGUAGES Common, Solamnic, Goblin, Silvanesti Elf, Ogre, Hill Dwarf

See back of card for more information

Kof, as Maquesta calls him, is a renegade minotaur and first mate of the Perechon. He has great respect for Maquesta as a warrior and a leader. She gave him a chance when most pirates would have stuck a blade in his gullet. Kof is belligerent and likes to drink and brawl.

Kof is loyal to Maquesta and would not betray his crewmates. He has a hot-temper and has been known to throw someone overboard with little provocation. He respects anyone who bests him in combat. He distrusts all strangers and fears magic.

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Fritz is Maquesta's personal bodyguard and a sailor on the Perechon. Maquesta once saved Fritz from the governor's gallows and he has been with her ever since. A rogue and a scoundrel, Fritz possesses a bestial handsomeness that attracts women, and he knows it.

Fritz is loyal to Maquesta and will not betray her. He enjoys grand adventures and can be lured by tales of legend. He is flamboyant, boisterous, and loud as are all his kind. Wryly jovial, he enjoys taunting foes. He dislikes most minotaurs. He has a secret fear of fire, and if attacked with flame fights at -2 to hit and forgets his tumbling skills.

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Clarion is an ancient bronze dragon who lairs in the ruins of the city of Karthay. A loner, he hid during the Shadow Years and did not swear the good dragon Oath. He is aware of its import, however, and thus disguises his raids to make them seem those of a renegade evil dragon. None, save the Oracle, are aware of his existence.

Clarion makes clandestine raids against the allies of the Dragon Highlords in an attempt to discredit them. He goes to great extremes to avoid discovery. He loathes the draconians, and suspects some wicked betrayal by the evil dragons of the Oath. He desires to find some proof of this betrayal to rally the other good dragons. If discovered and confronted, he affects an uncaring attitude to mislead others.

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Ettel is Kitiara's left wing rider. He is a military man and believes all problems can be settled by the sword. He loves the thrill of battle and detests subterfuge.

Beyla is tail wing in the flight. She follows Kitiara's orders without question. Aggressive and a bit sadistic, she is a master of subterfuge.

Both share a strong respect for Kitiara. They are under order to bring rebel leaders in alive by whatever means necessary, but may slay rebels and elves out of hand. With their helms both Beyla and Ettel (with his slight build) might be mistaken for Kitiara.

Ettel's mount is Stroak, an adult blue dragon. Stroak is hot-tempered and difficult to control. She prefers to charge and strafe ground forces. She snaps and hisses at strangers and is restless.

Beyla's mount is Rumbler, an adult blue dragon. Rumbler is large and slow. He uses his breath infrequently (1-2 in 6). He tries to buffet foes with his wings (save vs. spell to remain on one's feet in a 30-ft radius).

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Tiera, known as the Lady Lengstrien, is the companion of the Blue Wizard and first appears as a slave of the the minotaurs. She speaks rarely, and only to the wizard, claiming to know only Solamnic. Her face is always veiled and she does not meet the gaze of a PC. Hot tempered, she has to be held back from battle.

This is really Kitiara in disguise. In this guise she hopes to insinuate herself among the party and to get close to Berem. She does her best to avoid discovery, but may be caught staring at Tanis, Caramon, or Raistlin. If discovered, she will cast *dispel magic* on the Blue Wizard, who is the polymorphed Skie, and they both flee.

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Skie is Kitiara's mount and partner. They have struck a pact to mutually assist and protect the other. Through careful manipulations the two have risen through the ranks of the Dragonarmies, so that now they hold the enviable post of General of the Blue Wing, one of the top five commands. Skie is a dragon of his word, though evil, and is very loyal to Kitiara. He is very clever and considers a problem from all angles before making his choice. He can be diabolically cunning in his manipulations and knows how to play on his foe's strengths and weaknesses. Skie is not only loyal to Kit, but views her as his daughter and does whatever it takes to protect her and keep her alive.

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Shendelikor, known only as the Blue Wizard, is the companion of Lady Lengstrien, and first appears as a slave of the minotaurs. He is quiet and noncommittal, affecting a very mysterious air as is the way of illusionists. He is very protective of the lady and follows her everywhere.

This is really the blue dragon Skie, *polymorphed* into human form by a spell. He possesses all of the special abilities of a dragon. In this guise, he and Kitiara hope to insinuate themselves among the party and get closer to Berem. If discovered, Kitiara will cast *dispel magic* from her ring, changing him back to Skie and they both flee.

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Maquesta is captain of the Perechon, fastest ship on the Blood Sea, both a merchant and a pirate. She rebels against dragon rule, but is not foolhardy enough to be caught. Maquesta is shrewd and cautious, playing both sides of the fence. She is always careful that none escape to reveal her duplicity.

Maquesta appears to be of the northern race of black skinned mariners, but is really a half-elf. Only Fritz, her bodyguard, knows her true heritage.

Maquesta's first loyalty is to her ship and crew, seeking livelihood and freedom. She has sworn a secret blood oath of vengeance against those who have massacred the elven people. Maquesta once helped Fritz flee the governor's gallows. Now he is her bodyguard and the only one Maquesta trusts with her private counsel.

Her second loyalty is to paying customers and to those she owes a debt of honor. She is a leader of men, a tough bargainer, and an honest merchant. She detests the Dragon Highlords' cruelty.

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Zebulah *9th-level Human Mage (NPC)*

STR 8 WIS 12 CON 11 THACO 19
INT 16 DEX 13 CHR 9 AL NG HP 27

AC 6 (*Bracers of Defense, AC6*)

WEAPONS Dagger (1D4/1D3); *Staff of Striking* (4-9/4-9)

SPELLS (Magic User) **1st:** 4 **2nd:** 3 **3rd:** 3 **4th:** 2 **5th:** 1

LANGUAGES Common, Dimernesti Elf, Dargonesti Elf, Minotaur, Hobgoblin, Ogre, Nixie, Sirine

See back of card for more information

Apoletta *4th-level Sea Elf Fighter/6th level Mage (NPC)*

STR 13 WIS 11 CON 12 THACO 18
INT 15 DEX 16 CHR 15 AL NG HP 21

AC 6 (Leather Armor, DEX bonus)

WEAPONS Dagger (1D4/1D3); Coral Lance (2D4/3D4), *Trident of Warning* +2 (4-9/5-14), *Webnet* (see Treasure Page)

ABILITIES Infravision 120-ft, senses objects by vibrations up to 1". 90% resistant to sleep and charm

SPELLS (Magic User) **1st:** 4 **2nd:** 2 **3rd:** 2

LANGUAGES Dargonesti Elf, Dimernesti Elf, Silvanesti Elf, Hobgoblin Kender

See back of card for more information

Mandracore the Reaver *8th-level Half-Ogre Fighter (Foe)*

STR 16 WIS 8 CON 15 THACO 12
INT 12 DEX 14 CHR 13 AL NE HP 68

AC 4 (*Studded Leather* +1 shield) #AT. 3/2

WEAPONS Dagger (1D4/1D3); *Long Sword* +1 (2-9/2-13) Belaying Pin (1D6/1D3)

ABILITIES Infravision 60-ft range, trained to fight blind at only −2 penalty, good sense of smell and good hearing, trained swimmer

LANGUAGES Common, Minotaur Hobgoblin

See back of card for more information

Chot es-Kalin *7 HD Minotaur Chieftain (Foe)*

STR 18/99 WIS 10 CON 16 THACO 8
INT 9 DEX 12 CHR 8 AL NE HP 80

AC 4 (Chain Mail +1) #AT: 2

WEAPONS Horns (2D4), Bite (1D4), Kick (2-5/2-5), Battle Axe (1D8/1D8)

ABILITIES Infravision 60-ft range, immune to nonmagical fear

LANGUAGES Solamnic, Minotaur

See back of card for more information

Tales

The PCs discover a friend who was lost to the cold embrace of the dark sea. This is his tale.

An Incredible Rescue—The churning waters tossed and battered me. Everywhere I looked, crashing waves surrounded me, with no sign of refuge. Water choked me, my limbs turned leaden, and I felt myself sinking deeper and deeper into the inky depths. My lungs filled with fire and I struggled toward the surface, but do not know whether I struggled for safety or swam deeper into my grave. Finally, I did not care, I was so tired.

There I floated in the cold, black waters, for moments or days I cannot say. Then, from a distance I heard the squeal of a pipe. Something smooth bumped into me, and my foolish body, unwilling to accept death, grabbed hold. I rushed through the icy deeps, thinking only about holding on as darkness enfolded me in its shroud.

After a time, a peaceful warmth returned in the dark, and I awoke to the sound of lapping waves and hollow echoing voices. I lay on a sandy ledge. There were dim figures in the dark waters, more than men, they seemed half fish. They spoke, but I could not understand and so they left.

My haven seemed to be a submarine grotto, dimly lit by the glow of phosphorescent seaweed. There I stayed and recovered from my ordeal. My hosts returned periodically with food and drink, but never stayed long and I was often in solitude.

Then came the time for parting. This time they brought me a vile liquid and insisted that I drink it. It filled my head with cobwebs and I found myself helpless to resist as they led me again into those black waters.

And so I arrived here. Little did I expect to find my friends, who I feared had met the fate I had escaped! Strength of Mishakal, the healer and joiner of lives!

This page of a ship's log is discovered in an abandoned dingy.

...will ever be found by another, I don't know, but I hope that my experience might yet save someone.

Days ago, sighted the Reaver's sail on the horizon. He is the terror himself. Should he catch us we knew all would be put to the sword. Could not outrun him so Kelmar turned us into the storm's edge. Even that did not stop the butcher!

Three days he pursued us. Kelmar takes us toward the dark heart of the storm itself. At last the Reaver is gone. But had we doomed ourselves to the Maw of the Zeboim? We are caught in the maelstrom! Yet Kelmar was not done his tricks yet. Once he had heard of a captain who had escaped the whirlpool.

To the crew's terror, he turned the Illhawk abroad the rush. Only Shirkuth's, Terden's, and my swords kept them from tossing him overboard, so sure they were he would swamp us. But like a cork, the old lady shot from the maelstrom and back into the storm. We had ridden the whirlwind, but not without damage—all our spars were broken and the mizzenmast shivved.

In the dark of the storm and the waves we sought some refuge and sighted a small island. There we set anchor and turned ashore. Woe to all of us!

What we thought to be a sheltered cave opened wide and we found ourselves staring into an eye the size of a man. Black tentacles rose from the waters and flailed at the crew. We had landed on the back of some monstrous horror and it snatched the crew from its back and the ship's deck as if picking berries. Then two monstrous claws cracked the lady's hull and all was lost.

Only I escaped in this leaky dingy, drifting away with the rest of the debris. I have drifted out of the storm and the sun has baked my brains, my tongue is swollen black.

They have all gone, my mates. Now I go to join them ..

The Reaver is the leader of the pirate armada, ruling through fear and strength. Foes who will not fight him openly disappear mysteriously. By tradition, any one who defeats him and is also a pirate becomes the pirates' new leader.

A surly fellow with a great appetite for power, he holds the pirates together by building on their hate and fear of the minotaur pirate fleet. He is crafty and vicious, but has a good sense of politics. He maintains a secret alliance with the minotaur chieftain. He also has an agreement with the Dragon Highlords to harass free ships and let the dragons' ships pass.

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Chot Es-Kalin is the chieftain of the minotaurs. He is a cruel and violent leader, ruling by terror. He can not speak Common, and rarely deigns to speak to lessers unless he is deciding their fate.

Chot looks on all other races as inferior, except he has an abiding respect of dragons and their masters. He has made a pact with the Dragon Highlords to further his own ambitions, but he does not trust them. In this light, he has entered into a secret alliance with the human pirate chief to protect his interests. Chot does not believe that lesser creatures can best him, and enslaves lesser races, toying with their champions in deadly games of the labyrinth.

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Zebulah is a human mage who has forsaken the surface world to dwell with his lover Apoletta, the sea elf. He finds the ways of men alien now, repulsed by subterfuge, betrayal, and war. He is most familiar with the evils of the world and is looked to as a natural leader by the aquatic races once war reaches into the deep.

A man who fled the surface world and his responsibilities, Zebulah grimly accepts the role Fate has thrust on him as penance. He is deeply in love with Apoletta and loyal to her people. He is distrustful of strangers, but his surface heritage causes him to help those in need.

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Apoletta is the leader and spokesperson for the Dargonesti, Deep Elves, though the position of Speaker of the Moon has been vacant since the Shadow Years, and none has risen to claim the position. She is more Zebulah's counsel than he is hers, but her people look to her and her surface lover to lead them in times of trouble.

Apoletta is a practical elven woman. She does not understand modesty, but she is willing to adjust her ways so as not to offend others. Deeply in love with Zebulah, she is fascinated with surface dwellers and their curious natures. She doesn't pretend to understand their ways, however. Apoletta is frightened by the violence of war, but accepts her duty to lead and protect the Dargonesti.

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Kitiara's Journal

20th Merthe '51 Sixteen days I have waited and still no results. This is not soldier's fare. Should be back with my troops crossing the Vingaard. Bakaris is a good man, but at times he forgets to think before acting. Let someone else sit out this secret duty!

Has Ariakus perhaps grown tired of me that he should convince the Dark Queen to post me here? Perhaps I have overestimated our alliance. This I must think on—how best to serve the Lady and myself?

This little beast who calls himself Lord Toede—how apt! How such a sniveler reached the ranks of Dragon Highmaster is beyond my understanding. That fool Verminaard let a group of barbarians defeat him and now his lackey claims his mantle. True, Toede commands our armies from Throtyl, and those grunts worship him. So rewarding him with an office to keep him under our thumbs may be worth it. But a Highmaster?! What next, one of the five Highlords?

This war wearies me. These damned Knights, stirring up resistance among the peasants, trying to cling to their precious titles and lands. Cannot they see we are trying to drag these idiots up out of the chaos that has claimed this land since the Cataclysm? I will create order and rebuild this world to the glory it once knew even if I have to split the skull of every Knight to do it.

But there are fools everywhere, even here in our heartland. There seem to be dissidents in every dung heap, and this butchering of elves sickens me. At least we finally have agents among them. The Queen's own Gildentongue is a prize. He can go anywhere and none suspect. We will bend them to our own ends whether they know or not. Still, something about that Aurak bothers me.

Then again, where would I be without the fools who first called themselves Dragon Highlords? Petty little men! What they needed was a leader and someone to weed out the dross. It was a lucky day when I joined the dragon alliance at Lemish.

We could use more good soldiers like the old master! I wonder what my old comrades are up to? Tanis, now there was a man, and a good leader of men—what side has fortune led you to? What a team we would make, with you as my second.

My two brothers, where are you? Caramon, no leader, but a good soldier, good at taking orders. Ah, but for a hundred like him! Unless he's still mixed up with that no account son of a Knight, Sturm. A brave warrior, but a foolish man. No doubt which side of the fight he is on. I regret the day I must face him.

Raistlin, the sly one. Have you reached your potential yet brother? What a strong ally you would make. With you at my side I would never worry about a mage attack. My friends, what a grand adventure we could all have.

21st Merthe '51

Finally! Ariakus and the Queen have revealed my true goal! They speak of invincibility for our forces once I complete my task. And the Queen's scrying has predicted that the goal I seek will bring itself to this pest ridden town and will be ripe for the plucking.

So I receive a respite from this dread waiting. Since we know the day of its arrival, I am called back to command my forces in the taking of Palanthus and the crushing of these disorganized Knights of Solamnia. This will be glorious indeed! Oh, that Tanis were with me to share my victory.

Still, this must be very important that a Highlord has been tapped to oversee its success. Again my star shines, and perhaps there is a new move to make. If it is this important, there must be more to it than I am being told. If it is our strength, might it not also be a weakness in the right hands? I must think on this and on Ariakus's future. To think that all rides on a man with a green gemstone.

TALIS™ Cards

A Brief History

The TALIS™ card deck is a heritage of this world It comes from the ancient days of Krynn, when there was power in the image of things and lessons taught by the gods for those who would but open their eyes.

The TALIS card deck's most notable worth was to read the shadows of possible futures or as images of the challenges and forces working on a being's life This practice has since passed from common knowledge, though it is said there are still those who remain learned in the mystic art. Indeed, some speculate that only cards created by the hand of a master limner are imbued with the lessons of time.

Today, the TALIS card deck has passed into common use for games of chance, the passion of mankind. Much of the symbology has degenerated into the five natures we know today — flames, clouds, waves, leaves and tracks (originally Flames, Winds, Waves, Earth and Beasts) and the suit of Fates, which we call powers. Their ranking is much the same as those ancient decks, but just what the powers represent varies by locale

Ranking of the Cards

Numerical Rank: The cards are ordered from 2 to 9, with dragons either counting as 1, called an orb, or as 10 called a dragon

Suit Rank: The suits are ranked in the following order from lowest to highest: Beasts, Earth, Waves, Winds, Flames, & Fates.

In some games, a suit is declared to be *Trump*, which makes it the highest ranking suit for that round or hand of the game

Each suit is broken into two sets. The first set is the "Commons," consisting of the cards numbered 2 through 6. Each card rank is identified by a common name.

2s are Peasants
3s are Stewards
4s are Artisans
5s are Scholars
6s are Warriors

The second set is the "Court," consisting of the cards numbered 7 through 9 The dragon usually completes the court, but may be counted among the commons in some lands Each court rank is identified by a court name

7s are Mages
8s are Ladies
9s are Lords
10s are Dragons or Orbs

Masters: Among the common cards each rank has one card which is considered the master or mistress of all other cards of that rank This is denoted by a star next to the number The masters of the commons are

Badger, the 2 of Beasts for Peasants
Berry, the 3 of Earth for Stewards
Waterfall, 4 of Waves for Artisans
North, the 5 of Winds for Scholars
Bonfire, the 6 of Flames for Warriors

You will note that the cards of each rank reflect not only their suit symbology, but also the symbols of their master/mistress. For instance, all Peasants depict beasts, while Scholars depict aspects of clouds and light

Fates/Powers: The Fates rank above all other cards, usually given a value equal to their number plus 10. The Dragonlord may equal either 0 or 20

Rulers: Every Suit and every House of cards (all cards of like value) have one card in the Fate deck that is set as its *Ruler*

Balance rules Peasants & Beasts
Grove rules Stewards & Earth
Sea rules Artisans & Waves
Knowledge rules Scholars & Winds
Weapon rules Warriors & Flames
Wizard rules Mages
Empress rules Ladies
Emperor rules Lords
Dragonlord rules Dragons

Special Cases: In general use pairing together the Lady of Winds, Nadir and the Warrior of Flames, Bonfire, creates the highest ranking card, valued at 25

Elemental Order: This ranking sees some use in today's games of chance. However it is not commonly used, except among lovers of games. There are two different elemental orders, alliance and dominance

Alliance states that certain suits have natural allies and opponents. A suit may marry (be treated as the same suit) with an ally, but destroys a hand if paired with an opponent. The alliances of the suits are

Beasts can ally with All Elements
Earth and Flames are Allies
Winds and Waves are Allies
Fates and Beasts are Allies
Earth and Winds are Opposed
Waves and Flames are Opposed
Fates Oppose the Four Elements

Dominance states that all the suits are both submissive to some suits and dominant over others. The four elements form a circle of dominance The dominances of the suits are·

Beasts is submissive to all suits
Earth extinguishes Flames
Waves soak Earth
Winds evaporate Waves
Flames burn up Winds
Fates dominates all suits

Hierarchy of Hands in Games of Stakes

Following is a list of the different valued hands used in games of stakes, given from lowest value to highest. The suit of Fates may be paired with the Nature suits

1) CHAMPION—High card only
2) BROTHERS—A pair of same value
3)* COMMONS—Nothing but Commons
4) GUARDIANS—Two pair
5) ORDER—All cards in a sequence (3,4,5,6,7,8) but not all of the same suit
6)* ALLIED ORDER—An Order, includes only married suits that count as the same suit
7) HEROES—Three of the same value
8)* COURT—Nothing but Court cards
9) ADVENTURERS—Three of a kind + a pair
10)* ALLIED SUIT—Includes only married suits that count as the same suit
11) SUIT—All cards from the same suit
12) FORCE—Four of the same value
13) ORDERED SUIT—A sequenced Suit
14) GUILD—Five of the same value
15) DEFENDERS—This hand must include the Lady of Winds, plus only Warriors & Lords
16)* NECKLACE—A Suit with (8,9,1o,2,3)
17) CROWN—A Suit with (6,7,8,9,1o)
18) SCEPTER—A Suit with (7,8,9,1o,2)
19) MASTER ORDER—Order of all Masters
20) FATED ORDER—Ordered Suit of Fates
21) FATED COURT—A Crown of all Fates

* Not used in high stakes games

Three Games of Skill & Chance

Here are three games common to the world of Krynn. Feel free to invent others of your own

Bounty Hunter

PLAYERS From 3 to 6 players
COFFER· Each begins with 40 tokens
RANKING: Dragons are treated as 10

DEAL: The first dealer is chosen by lot, each player draws a card, high value deals first. Deal then passes to the left Three cards are dealt to each player, who stack them in the order received without looking at them Then the dealer draws and shows the first card of the deck. This card is the "trump" suit for the deal, and is the dealer's card

GOAL: To hold the highest trump card at the end of each hand, to capture the coffer

GAME· At the start of the hand, each player must ante 5 tokens into the Pot The

dealer must ante 10 tokens The winner of the hand wins the tokens in the Pot

If the first card is a Dragon, the dealer immediately wins If it is any other card the dealer may keep it or try to sell it to other players. The price of the card is paid to the seller and does not go into the Pot. The buyer puts the card face up on his cards

Play then proceeds left from the dealer, skipping whoever holds the high trump card Each player in order, turns up the top card of his pile until a higher trump card is found. Then the lower trump is discarded and the higher card may be kept by its owner or sold to other players in the same manner as the first card, payment going to the card owner

The hand continues until all cards of other players are turned up Players may bargain with other players to buy their face down cards, sight unseen, the payment made to the cards owner The bought cards are then placed face down, under the buyer's pile and may not be looked at

Fates

PLAYERS For 3 to 6 players

RANKING: Dragons are treated as 10

DEAL· Choose the first dealer by lot. Deal then passes to the left. All cards are dealt out with extra cards being placed aside

After the deal and before play begins each player must select 3 of his cards and pass them to another player. Often, the cards are always passed to the left In really skilled games the cards are held one deal, passed to the left the next, across the table on the third deal, and to the right on the fourth Then it repeats

GOAL· Every player begins the game with 100 points. Players lose points if they capture any Fate or Mage cards and the Lady of Winds The winner is the player with the highest score when one player's goes below 0

SCORING: Each Fate card is worth -1 point Each Mage is worth -2 points. The Lady of Winds, Nadir, is worth -9 points. The Warrior of Flames, Bonfire, is worth +12 points

If one player captures the Lady of Winds and all Fate and Mage cards, he gains +28 points instead of losing 28 If he also captures the Warrior of Flames he gains a total of 50 points, rather than 40 If a player's score reaches 0 exactly, he gains +50 points

GAME· Play begins by playing the 2 of Beasts If none hold the 2 of Beasts, then the next lowest Beast card is played. Play proceeds to the left of the person who played the first card until a "trick" is won Then the next round begins with the winner of the latest trick leading a card of his choice

A "trick" consists of one card from each player's hand The first card played in a round sets the suit that is "trump" for that trick. The highest card of the trump suit in a round wins the trick and that player must collect the cards and place them face down beside him

Each player must then play a card that is the same suit as that trump card If a player does not have a card of the same suit as the trump of the round, he may play any card

The winner of the first trick, also wins any extra face down cards. He may look at them then place them face down with his trick

A player may not lead a Fate, Mage or the Lady of Winds card as the first card of a round until a Fate card has been won in a trick.

GRACES· It is common courtesy not to play out of order, but if one does, he must leave the card he played and may not change it. It is also common rule that once a trick is placed in a treasury pile, it may not be looked at again during the rest of the hand

Fault: A player must play a card of the trump suit, if he has one. If he plays another card, when he has cards of the trump suit, he may correct the play before the trick is won. If he fails to correct the *fault* and is later discovered to have *faulted* before the hand is scored, he is penalized 28 points.

VARIATIONS· Fates may be played as a stakes game The coffer is usually 40 tokens per player. Before the deal, each player must ante 1 token For each mage captured, that player must add 1 token to the Pot, and 5 if he captures the Lady of Winds. He may recover 3 tokens if he takes the Warrior of Flame

At the end of a hand, if only one player has not lost points for the hand, he wins the Pot If two did not lose points, they split the Pot. If all players lost points, no one wins and the Pot stands for next hand

Legion

PLAYERS: For 2 to 3 players or 2 teams of 2

DEAL: Select dealer by lot. Deal then passes to the left with each new hand Partners should sit across from each other

Deal 7 cards each to four players, 9 cards to three players or 11 to two players The rest of the deck is face down on the table and 1 card is turned up to start the Discard pile

GOAL· The goal is to be the first player or team to reach a score of 5,000 points or more. Each hand is played until one person has scored at least 2 Legions (5 cards of the same value) and empties his hand of cards

SCORING: A score is recorded for each card a player or team has on the table before him, plus bonuses for each Legion, bonus cards and for going out. From this a team subtracts the value of the cards remaining in their hand Scoring values are

For going out: +100
For going out from a closed hand· +200
For a 3 of Fates, Flames or Winds· +150
For each bonus 3 if no score· -150
For all three bonus threes· +600
For each Elite Legion: +400
For each Mercenary Legion: +200
For each Two· 20
For each Dragon· 15
For each Court card: 10
For each Common card· 5

GAME: Starting with the player to the left of the dealer, each player draws a card from the deck or captures the top card of the Discard pile, *marshalls* any cards he wishes, and ends his turn by discarding one card

Cards are marshalled by laying down sets of three or more cards of the same value or by adding to marshalled sets already laid down. All twos are wild and may mate with any card. A marshalled set must contain at least two natural cards and never more than two wild cards.

When a 3 of Fates, Flames or Winds is drawn, it is placed on the table and a second card is drawn. The 3's of Beasts, Earth and Waves may only be marshalled as a unit when a player goes out, otherwise, they are safe discards, since no one can capture them

A *Legion* is a set of five cards of the same value. A *mercenary legion* contains wild cards, while an *elite legion* has only natural cards of that rank. At least 2 Legions are necessary before a player can go out When a Legion is completed it is closed into a stack, but cards may still be added

To capture the top card of the discard requires that the player already holds a matching pair in his hand or has marshalled a matching set of cards already One card and a wild card or a marshalled set can capture a free Discard, but a natural pair is needed to capture a protected Discard. When a Discard is captured, it must immediately be marshalled

The Discard pile becomes "protected" if a wild card or bonus 3 is placed in the Discard.

Once a player captures a Discard and marshals it, he picks up the discard pile and adds it to his hand, marshalling any cards he can

Initial Marshalling: The first marshall for each player or team in a hand must meet a minimum value based on their current score

Score	Value
Negative	20
0 to 1500	40
1505 to 3000	60
3005 +	80

Discard Exhausted: If the Discard is exhausted of cards, play ends Score the hand

Many are the wonders that have been discovered by the Heroes of Legend Many the inner strengths that they find they already possessed. If the Player Characters provided are not used, the DM may chose to distribute some of these items among the heroes who undertake this adventure. Review the items first to study any special considerations noted

Raistlin's Spellbooks

First Level: *burning hands, charm person, comprehend languages, detect magic, grease, hold portal, magic missile, push, read magic, sleep, Tenser's floating disc*
Second Level: *audible glamer, bind, darkness 15', detect invisibility, ESP, invisibility, knock, mirror image, stinking cloud, web, wizard lock*
Third Level: *lightning bolt, phantasmal force, suggestion, tongues*
Fourth Level: *confusion, Evard's black tentacles*

Serinda's Spellbooks

First Level: *dancing lights, detect magic, enlarge, light, magic missile, message, read magic, sleep, unseen servant*
Second Level: *detect invisibility, invisibility, levitate, Melf's acid arrow, vocalize*
Third Level: *dispel magic, haste, item, lightning bolt*

Medallion of Faith (Clerics Only)

When this relic was first found, it was known to have but one power: To create another medallion of faith when a good cleric entered the worship of the true gods

It has other powers that are unknown to the PC at first, but the DM may reveal each when the need arises. Each power may be revealed through divine guidance, a dream, an omen, or another method

Bless—This may be used once per day
Protection, 10' r—This lasts as long as the user concentrates, once per day
Slow Poison—As long as the medallion is worn, it will sustain a poison victim semi-comatose for up to one day
Detect Evil—The medallion glows a pale blue and chimes when touched to an evil object

Tika's Ring

To Tika, this ring (worn on a necklace) is but an memento of her father. She has never discovered its use. In times of stress, she slips on the ring, asking for her father's guidance Unbeknownst to Tika, this activates the ring for the duration of the current problem The DM may reveal its powers in other ways

This is both a *ring of protection +2* and a *ring of protection from the elements.* In its latter function, it halves all damage from fire, cold, lightning, air, and water. It also makes the wearer immune to the effects of up to three dice of nonmagical damage from the natural elements

Staff of Magius (Mages Only)

The first list of abilities are known to the wielder, the second set may be discovered when casting certain spells.

The *staff of magius* functions as a *ring of protection +3.* It can strike as a +2 magic weapon and causes 1d8 points of damage Once per day the user can invoke a *feather fall* and a *continual light* spell

In the hands of a mage of 6th level or higher, the *staff of magius* can enhance spells cast by the mage. It doubles the duration of spells of light, air, and mind influence. It maintains spells that require concentration, for one round after concentration ends It also adds +2 points per die of damage for any spell cast

Staff of Striking/Curing

This staff combines the functions of a *staff of striking* and a *staff of curing* with the following limitations. It recharges itself at a rate of five charges per day when in sunlight, to a maximum of 50 charges.

As a *staff of striking* it strikes as a +3 weapon. It inflicts 4-9 points with each blow without draining a charge. It may be used to inflict double bonus damage draining two charges, but then it will not cure for one hour for each blow so struck.

As a *staff of curing* each cure drains two charges and it can only function once per day per character, up to six times a day.

Brooch of Imog (Mages Only)

Bequeathed by Alhana, this brooch may once per day be used to create a *globe of minor invulnerability* of 10 rounds duration

Golden Circlet (Clerics Only)

A gift from Alhana for service to Lorac, this circlet is worn upon the head. It has two abilities. Once per turn it may be used to *command* up to eight hit dice of creatures. Also once per turn, as long as the user concentrates, one creature up to four hit dice may be controlled to act on the user's behalf The creature is not *charmed* and will not hurt itself

Webnet (Mages Only)

The *webnet* is worn as a hair ornament It may be thrown at (or upon the ground before) a foe and, on a word of command, grows to a 10-foot diameter and acts as a *net of entrapment.* Or the *webnet* may be spun in a glittering pattern that affects up to 12 hit dice of creatures as a *hypnotism* spell if they fail to save vs. spell This last ability takes one round to cast The *webnet* is owned by Apoletta.

Ring of Projection

This magical ring can invoke a *project image* spell once per hour. The spell lasts for up to five rounds

Tanis's Sword—Redeemer

A gift from Alhana, Tanis is unaware that his sword is really *Wyrmsbane*, the lesser mate to *Wyrmslayer*, sword of Kith Kanan. It is normally a +2 sword, but it inflicts double damage to dragons and draconians and triple damage to black and sea dragons This sword will not become stuck when a Baaz draconian dies The DM should quietly record the extra damage against the above monsters.

Redeemer can also *locate object* three times a day. If the user desires to find something he knows well and it is in range, the DM should steer him in the right direction

Caramon's Sword—Mantooth

This sword was a gift from Alhana. Unknown to Caramon, this sword has several names and abilities: *Spellcleaver, Darkstar,* and *Magefool* It is normally a +1 sword, but versus magic wielders and enchanted creatures it acts as a +2 weapon. It may sever magical barriers (chance is 1% for every point of damage inflicted) Finally, it may be used to *turn* a spell cast at the wielder, but the wielder must strike to hit AC 0 without bonuses to avoid the spell

Flute of Wind Dancing

Bequeathed by Alhana, this item may only be used by one proficient in musical instruments While playing this flute, the user may summon and control small breezes. It requires two rounds to create a *zephyr* and three to create a *gust of wind.* If one turn is spent playing the flute, a *dust devil* can be created in a 30-foot area, blowing up dust and leaves, acting as an *obscure* spell, and dissipating mist and gas in the immediate area The winds start around the player and may be moved up to 6" distant at a rate of 1" per round The winds die down one round after the playing stops

Random Events

Random events are divided into four types: A (Uneventful Trips), B (Random Encounters), C (Events), and D (Omens) To use the following tables, roll 1d20 each day of the adventure and check the Chances columns on Table 1 to see which type of event occurs.

There are three types of *Uneventful Trips*:

1 - 2 = Pleasant journey; no encounter
3 - 4 = Tiring trip; 1/2 move and -2 to hit, damage, and saves
5 - 6 = Hazardous trek; event inflicts no more than 2d8 damage

If a *Random Encounter* (B) is indicated, roll 1d8 and add the modifier given in Table 1 for that area type. This total is the random encounter on Table 2 that occurs. Note that each encounter has **Motive** code letters to further define the encountered monster's response to the PCs.

If an *Event* (C) is indicated, roll 1d20 and read that event entry on Table 4. Events must be adapted to the locale of the party and several possible events are given for each entry

Omens are listed with Rumors and Legends. You should select omens that make sense in the PCs' current situation. You may also substitute rumors or legends.

Table 1: Random Event Checks

	Type				
Area	**A**	**B**	**C**	**D**	**Modifier**
Ruins	1-4	5-12	13-17	18-20	+0
Wildlands	1-4	5-11	12-18	19-20	+4
Islands	1-4	5-10	11-19	20	+6
Mountains *	1-5	6-11	12-18	19-20	+10
Grasslands **	1-3	4-12	13-19	20	+14
Woods	1-3	4-12	13-18	19-20	+20
Towns	1-2	3-13	14-19	20	+24
Coastline	1-2	3-10	11-18	19-20	+28
Coastal Waters	1-4	5-13	14-19	20	+30
Open Waters	1-6	7-12	13-18	19-20	+32

* Includes ogrelands
** Includes steppes

Table 2: Random Encounters

1. 1-2 Wraiths (C,E,G,J,L,V)
2. 3d4 Ghasts (A,E,L,N,Q,R,S,V)
3. 1d4 Gargoyles (G,L,Q,V)
4. 1 Hag (C,E,G,P,V)
5. 1-2 Spotted Lions (A,R,S,V)
6. 2-7 Hell Hounds (H,R,S,V)
7. 1 Spirit Naga (C,D,E,G,J,K,L,P)
8. 1 Black Willow (D,L,Q,V)
9. 5d6 Sligs + Chief (A,D,G,H,L,N,S,V)
10. 1 Giant Wolverine (A,E,G,L)
11. 1d4 Leucrotta (C,D,E,P,Q,S)
12. 2d4 Skyfishers (G,R)
13. 2-7 Forest Taer (B,E,G,M,S,U)
14. 1-2 Ettins (A,G,H,K,N,P)
15. 1d8 Merchants (A,C,D,F,H,J,M,T) +2d6 Guards
16. 6d4 Kapaks + Warrior (G,H,K,L,N,T)
17. 3d4 Ogres + Chief (A,G,H,J,K,L,T,U)
18. 4d4 Dire Wolves (L,R,S)
19. 2d6 Warriors (A,D,F,G,H,J,N,T)
20. 10d4 Hobgoblins + Bozak (A,D,G,M,N,Q)
21. 5d6 Buffalo + 1d6 Men (B,F)
22. 2d6 Wild Elves (A,C,D,E,G,H,J,R)
23. 2d4 Kender (C,D,E,G,H,J,K,R)
24. 2-5 Boring Beetles (G,R)
25. 1d4 Dwarves (A,C,D,E,F,G,H,J)
26. Patrol* (2d8 + Leader) (C,D,H,J,K,N,Q,S)
27. 1 Blue Dragon and/or Highlord + 2d4 Kapaks (A,C,D,F,H,J,L,P)
28. 4d8 Sligs + Leader (A,D,E,H,K,M,Q,V)
29. 3d12 Baaz + Ogre chief (D,F,G,H,K,N)
30. 1d4 Merchants + 5d4 crew (A,B,C,D)
31. 6d6 Pirates(F3) + Warrior (D,H,J,K,M,T)
32. 1d6 Giant Crayfish (E,G,R,U)
33. 1d4 Minotaurs + 1d12 Ogres (H,K,M,N,T,V)
34. 1d6 Sea Lions (Spotted) (L,R,S)
35. 1 Sea Dragon (A,K,L,R,U,V)
36. 1-2 Vodyanoi ** (A,G,L,Q,R,V)
37. 1d20 Sea Elves/Mermen (B,C,D,F,J,M)
38. 1 Sea Serpent (L,R,U)
39. 1d12 Pricklebacks (B,R)
40. 5d6 Ghagglers (K,L,N,P,Q,V)

* May be pirates, guards, minotaurs, or ogres
** Aquatic umber hulks.

Table 3: Encounter Motivations

A/1 Injured; returning from a fight
B/2 Flee party
C/3 Caution and advise party
D/4 Disguised (see Event 2)
E/5 Hide when sights party
F/6 Spies seeking information
G/7 In lair, camp, hut, or outpost
H/8 Guards or escorts prisoners or booty
J/9 On a secret mission
K/10 Intimidate party and demand bribe
L/11 Cause fear, attack the weakest
M/12 Want to steal from party
N/13 Capture party; bounty hunters
P/14 Lure or misdirect party to danger
Q/15 Decoy victims into an ambush
R/16 Hunting for food
S/17 Stalk party and ambush when weak
T/18 Bandits waylay party and plunder
U/19 Destroy things
V/20 Eat or sacrifice victims

Table 4: Events

1. Deadfall Something heavy falls, save vs petrify or take 2d6 points: a) Crumbling ruin, b) Tree/Mast, c) Rock slide, d) Wave

2. Pitfall Character falls into a hole a) Earth collapses (10-20 ft), b) Mud slide, c) Animal pit (10 ft.), d) Rotted flooring

3. Trap Character stumbles into a snare or booby trap: a) Rope/Net snare, b) Drugged dart, c) Spiked sapling (1d6), d) Sleep gas

4. Dilemma Obstacle blocks the way: a) Barracuda/Wolf Pack, b) Quicksand, c) Rapids/Avalanche, d) Hot Springs/Fire

5. Warning PCs find a warning of danger a) Wanted Poster/Rumors, b) Charred debris c) Bloodstains, d) Eerie cries

6. Tracks A monster's tracks lead to an encounter or another event, roll for type

7. Wild Animal A wild beast does the following. a) Steals something, b) Bites, etc., c) Startles as it flees, d) Feeds nearby

8. Obstacle Path is blocked by a: a) Cliff, b) Pond, c) Gorge/Stream, d) Marsh, e) Briar Hedge/Reef, f) Snag/Sandbar

9. Dragon Spoor Signs that a dragon has been here: a) Tracks, b) Fresh kill with marks, c) Clawed trees, d) Shadow in sky

10. A Find A special feature: a) Landmark stone or tree, b) Ruins, c) Grave, d) Wreckage

11. Carnage This is a battle site; there are destroyed remains of the losers. Roll two random encounters to discover what fought here

12. Accident Misfortune befalls the PCs a) Injury, b) Supplies damaged, c) Someone becomes stuck, d) Weapon breaks

13. Stranger A stranger is encountered: a) Offers advice, b) Asks for help, c) Plies PCs for information, d) Is obstinate

14. Shelter A shelter is found. a) Cave, b) Hut, c) Port/Hollow Tree, d) Wagon/Wreck

15. Illness As a result of food, air, plants, or insects, a character becomes ill (1d6 days) Travels at 1/4 speed, -4 to hit, damage, and save

16. Weather Change The weather changes to. a) Drizzle/sleet, b) Windy, c) Clear skies and cool, d) Overcast/snow flurries

17. Obscurement Mist, fog, darkness.

18. Sightings The PCs sight something: a) Shadowy figure, b) Glint of light, c) Spiral of smoke, d) Birds take wing, e) Cloud of dust/wake, f) Rustling plants

19. Storm This storm reduces party to 1/4 movement, *obscures* vision, causes 1d4 points of damage every turn caught in it; may be a thunderstorm, a windstorm blowing grit or thorns, or a cyclone (add Event 1 Deadfall).

20. Special Event Create some special events. Some examples: a) Lunar eclipse, b) Illusion, c) Monument, d) Friendly hero

43. Kothas

This island is a rugged land with high hills and simple farms. Sheer bluffs face the raging sea and small fishing villages cling to the cliffs. Inland there are small villages and fortified manor houses. Signal towers dot the island. A network of dusty roads and trails link the habitations This land is frequently visited by chill rains from the east

Pirates of lesser repute and their families live on the highlands. Strong marshalls, retired captains, administer the land with a cruel hand from their manors There is a main population of minotaurs, but they are relegated to the role of a serf, working the soil and hard labor.

44. Mithas

This wind-scoured rock is a barren land with only occasional shrubs clinging tenaciously. The eastern mountains are dormant volcanoes and their heat warms the land. Everywhere are hot springs, bubbling mud and geysers. The rocks are encrusted with lime. Most of the minotaurs live in stone homes built in cool caves or in the shadow of cliffs There are broken mist filled canyons.

Minotaurs of the inner lands make their living mining ore and working the metal. Few crops grow here and most live on fish from the coast and the bounty of the pirates Most minotaurs live in close knit family units and will only accept outsiders who can prove their worth by defeating one of their number. They are very loyal to their family members.

45. Dragon's Spine

High winds rip through the narrow passes and curl clouds about the peaks. Several of these mountains are dormant volcanoes and steam vents periodically from crevices. There is some snow cover at higher altitudes, including a small glacier that pushes north falling into the sea. Large winged creatures, that seem vaguely human, ride the winds off the ridge

Minotaur mines dig ore from the lower slopes of the mountains. They mine iron, copper and gold for weapons, armor and ornamentation.

High in hidden vales near the mountain peaks lives an odd race of birdmen called the Kyrie. Use Bozak statistics. The can cast spells as if a 3rd level druid The Kyrie are the only ones to have ever escaped from the Arena of Death and they periodically raid the mining camps below. They will avoid strangers

46. Lacynos

The major port and capitol of minotaur land of Mithas, is Lacynos. Its squat stone buildings sprawl along Horned Bay and rise into the hills. The harbor is large, protected by two stone jetties and a breakwater reef made of sunken ships. Many small galleys and larger marauder ships find anchorage here. Back in a bowl in the hills is the Arena of Games.

Lacynos is a cruel place. The only free creatures are minotaurs and visiting draconians who are looked upon as potential allies. Man, ogres, goblins, and kender serve the bullmen as slaves or entertain them in the Arena

The leader of the minotaurs is Chot Es-Kalin; he is detailed on an NPC card. Chot is as hot tempered as all minotaurs, but has a cruel cunning and is negotiating further alliances with the Highlords. Chot's people provide naval expertise and heavy troops for the Dragonarmy.

The law of the land is the Arena of Games. Any who break the laws are sent the the Arena for a short life as a gladiator. Three types of games are most popular in the Arena:

—Arena battles with gargantuan serpents, gargoyles or trained minotaurs
—The Death Maze, an ever changing maze of deadly traps
—The Pits of Doom, duels among pits of lava and geysers

47. Winston's Tower

The long sandy beach with rocky peninsula doesn't appear to be a good harbor. But a series of sandbars and a narrow reef make for a quiet anchorage. A mammoth, 130' tall six sided tower rises from the ruins of a fort. A broken wall surrounds its base and a ramp spirals around the tower to a parapet 80 feet above the ground. No activity is sighted. Large curved metal plates on each side focus and reflect the light.

This mighty beacon used to shine across Istar lighting the way for all travellers. Now it lies abandoned and avoided due to its reputation as a tower of dread with no reward. Of gnomish construction, the interior of the tower is a series of stairs, ladders, catwalks and platforms at various levels Dark shafts fall away to dizzying depths. Some of the special encounters featured here include these:

—A clockwork Juggernaut (use Undead Beast)
—A mighty treadmill that makes characters run in place till they drop
—An amazing Lift, a network of buckets rising and descending on an endless chain
—Rubber walls that makes one bounce
—Trapdoors to slides and shafts
—Floating animate crystal spheres

The creatures in this tower include a Gargoyle automaton, huge furry rodents (use Wolves), Ochre Jellies, mechanical tendrils (use Strangle Weed), and a mad Minotaur who thinks that everything is a machine

Treasures of note include these:

—Thousands of steel worth of metal gears and bars
—Dozens of diamond gear bearings worth (50-150 stl each)
—A Ray of Light that *cures disease*
—A Lantern of Everburning
—Sand of Silence that muffles sounds
—The Neverending Ribbon, an amazing device that forms a temporary road

48. Beakwere

These wind sheltered plains are littered with the rubble of broken manors and villages crushed beneath fallen cliffs. The stone is scorched black Near the base of the mountains is a 300 yard wide crater with a bluish boulder at its heart. Slowly nature reclaims the land

This land hosts Giant Sand Lizards (use Aurak statistics without spells), and Giant Trapdoor Spiders. Small whirl winds blow across the lands. Those who draw too close to the crater will be stricken sick (treat as Random Event 15).

49. Silent Plains

The land is a desolate sandy plain. A gritty wind scours exposed flesh and stone Here there are broken highroads and fallen towers. There is little life abroad save for swarms of locust grazing on small patches of grass. Among the ruins dim shadows flit

Giant Lizards (use Aurak stats) bask on the ridges and race across the plains. Swarms of locusts gather in bushes and narrow patches of

vegetation. See land encounter 14 for details on swarms, but these do not stun

Skyfishers wheel in the sky overhead and may be drawn to parties moving about during the day. The land bakes by day and freezes at night.

Characters may encounter ridges in the sand, that seen at a distant are clearly burrows. Giant worms hunt lizards here (use Sea Serpent statistics)

50. Tallyon

This warm windy coast is a desert of shifting sand dunes that constantly reshape the land. The wreck of an ancient city is buried on the sandy northern coast Giant sand lizards, the undisputed lords of the land, bask on ridges.

Use Aurak stats for the Sand Lizards

51. Worldscap Mountains

These are snowcapped, windy mountains, cut by rugged gorges and twisting fjords Trees grow up to about 1000 feet above sea level, but then fall away to snow cover. The three highest peaks are Worldscrown, Cloudpainter and Shattersky. This is Ansalon's highest range.

Deep in caverns to the east is a small clan of mountain dwarves. They have been isolated for 200 years. These mountains are steep and dangerous to climb. Wolverines and worse prowl the slopes. High winds strip the vegetation

52. Ruins of Karthay

Here lies the shattered ruin of the ancient city of Karthay, buried beneath the collapsed cliff face Winds howl among the canyons of broken stone and sand stings the flesh This ruin swelters at midday and freezes at night To explore these ruins, one must climb over rubble and through gullies. Once built into the side of the mountain, some of those hidden chambers and passages are now exposed.

This city once housed a university of great learning, but those books have long since crumbled and blown away. Among these ancient ruins lie many dangers and challenges

—Sandpits, use rules in Land encounter 21
—Crumbling Walls (use Random Event 1)
—Deadly gases that explode in light (treat as a 4 die *fireball*)
—Sandstorms (use Random Event 19)
—A giant maze stalked by Giant Lizards
—A library of ashes
—The Hall of Ancestors through which the past may be viewed

Creatures who frequent this ruin include Umber Hulks, Borer Beetles, Wolverines, locust swarms (see land encounter 14), Giant Lizards (use Aurak stats) and Giant Horned Toads (use Amphi Dragon stats without special abilities)

Treasures reputed to lie here include these;

—The Well of Knowledge, save vs Poison to gain a Legend Lore (Dmg 2d10 if fail)
—Small quartz spheres that glow with light
—A magical wall with living paintings that talk to viewers and tell bizarre stories
—Magical spelling bees that can each cast one spell and then die

53. Sea Reach

This is a safe sheltered bay. Stone jetties with watchtowers at their ends protect the entrance with a battery of catapults. The wharfs are strong and in good repair. Stone buildings with wide verandas front the harbor, tile roofs and colorful awnings providing protection from the blazing sun Many of the buildings are built into the hills to provide further insulation. To the west of the cove terraced farms step up the cliff face.

Pirates and minotaurs are not welcomed here and galleys will put out to drive them off

54. Saifhum

This island is rugged, but cultivated. Roads of stone and terraced farms are built on the sides of steep hills. Small stands of wood and fruit trees grow in valleys along streams and edge the roads On the high inland plains hemp and wheat are grown and ground in wind mills. Wind driven water wheels lift water from the valleys to irrigate the fields Sheep and goat are the main livestock here.

An odd highroad of smooth fitted stone zigzags across the land. A wooden rail runs down the middle of the road and odd sailed wagons periodically make the crossings, sailing straight from east to west and tacking back west to east in a zigzag pattern

These mariners are no friends of pirates, minotaurs or dragonkind. They protect their own and honor contracts, but as a nation avoid involvement in the wars of others

55. Kernen

These ugly wild plains are blotted by mires and rocky outcroppings. Muddy sloughs and dwarf woods line the turgid streams. Here and there are odd square hills The plains show signs of wasteful hunting. Mangy wolves and small antelope range this land

These are ogrelands. Barbaric ogres hunt these plains beside wolves, wolverines and other vicious predators

56. Elderglade

This forest is filled with ancient oaks and elms. Large shelf fungi grow on their trunks and moss blankets the ground. The narrow paths through meander and recross so often that someone following them swiftly becomes lost. There are sheltered glades and black pools beneath the blue canopy of leaves. The sound of muffled buzzing and bird songs may be interrupted by long moments of silence.

This is a spooky, eerie wood. There are tales of those who have slept in these woods and awakened to find it another time

57. Sandy Shores

Sandy bluffs line the long strip of beach that stretches for miles along the coast Brambles grow along the bluff's crest. Odd driftwood and old bones lie drying on the beach. Occasionally the remains of campfires are found

Ogre fishermen scavenge along the shoreline.

58. Nordmaar

This coast is a series of high cliffs and wide valleys with stagnant backwaters along a gravel strewn beach There are marshlands to the south and great pines cluster along the verge of the cliffs Barbarians on horses can be seen to thunder south across the inland rocky plains, bearing dragon banners. These are not free lands

This is still enemy territory Squads of baaz and horse mounted warrior barbarians ride south to the battles They will detain strangers and if they are determined to be enemies they will be slowly executed after one day. Spotted lion prowl these plains hunting wild boars

59. Valkinord

> The shore here is a saltmarsh at the base of a low cliff. Trails wind up the rocky face to a magnificent fortress built at the summit This stronghold is connected to three towers by long walls, sadly in disrepair Upon closer examination it appears the entire structure is a ruin, the rusty portcullis fallen and the drawbridge burned away. Ghostly lights can be seen moving in the towers

This ruin is desolate and apparently deserted There is little of interest here. Of note·

—Hidden walkways running through the walls
—A Hall of Banners that bears the crests of the hundred clans of the plains
—The Peaceful Hall from which none awake
—The living garden, where all the plants speak and act on their own
—A bottomless pit said to reach to the nether world

The place is haunted by a Giant Whisper Spider Other creatures found here include Giant Beetles and ghostly phantoms whose touch is poisonous (use Jellyfish)

There are no treasures of special note.

Sea Encounters

1. Khurman Sea: This sea is plied by merchant carracks bound for Khur. Schools of salmon frequent the waters

2. Bay of Balifor: Otters play in the waters off the coast. They are really part of a Dimernesti colony of 43. Gulls circle in the sky and green wood floats in the waters

3. The Maw: There is a reddish frothy flow from the mouth of the Gullet into the Maw At low tides a ship may run aground here A Sea Serpent frequents these waters

4. Habbakuk's Necklace: The sea here is abundant with salmon and swordfish. Kelp beds grow a mile out from the shore and sea otter and Dimernesti play among the kelp Barracuda are occasionally seen

5. Restless Waters: There is a long line of breakers here across a deep reef Vodyanoi lair there

6. Churning Reach: There is a long line of breakers here Sand bars stand 500 yards out from the beach littered with debris The giant Manta Ray frequents this stretch. **7. Southern Contrain Ocean:** There are large swells here and abundant fish and dolphins. This area often sees squalls

8. No Port Stretch: These deep coastal waters front sheer high cliffs Koalinth and barracuda inhabit these waters

9. The Neck: Beneath the clear water can be seen colorful reefs and oddly carved stone of a sunken ruin. The Neck is dangerous to navigate due to a swift current and strong winds Jellyfish frequent these waters.

10. The Crown: Here are deep water channels edged by sharp reefs. Along the reefs in the shallow anchorage grow Giant Anemones, while Giant Eels hide in its crannies

11. Gnashing Teeth: Here are treacherous reefs and many sunken wrecks. The current here often carries the unwary onto the reefs

12. Mistelstrait: This narrow run is only sailed by the experience mariner, for sudden squalls have been known to dash lesser men against the island's cliffs. Jellyfish swim in the deceptively delightful waters and a clan of Kapoacinth lair near the cliffs

13. Choppy Waters: White caps toss and dance offshore here. Over 120 Lacedons dwell in small lairs and caves along the coast

14. Last Watch: From here the ancient ruin of Blood Watch can be seen high on a cliff. At night 1-4 wraiths may be met

15. Coast of Goodlund: These waters are charming and a deep blue. Off the coast live a clan of 30 Sirines. One or two often frequent tidal caves on the shore to comb their long green locks and to sing lonely songs of those lost at sea The Sirines are aware of the trouble that is brewing in the Sunken Realms If a PC is especially debonair (Chr check -3) she may request that the brave hero journey with her to the Sunken Realms to help save her world She can provide each with a quaff of the *elixir of water breathing*, see the next chapter

16. Bloodbay: This bay is often frequented by Pirate ships with 24 pirates and 2 Warriors, waiting to waylay fat merchant ships. The waters are frequented by salmon, dolphin, barracuda and jellyfish

17. Rugged Coast: This wind tossed stretch of water is often choppy. There are three villages of 10d6 mermen living off the coast

18. Reaver's Bay: This bay leads into the heart of the ogrelands. The waters are often choppy. Two clans of Kapoacinth lair here as well as a monstrous undead whale (use Undead Beast stats).

19. Southern Blood Sea: This deep water is often frequented by merchant and pirate ships. Dolphins range the waters, and Dargonesti live below.

20. Eastern Blood Sea: This deep water is frequented by warring pirate and minotaur ships Dolphins frequent the waters and deep water Ghaggler attempt to waylay ships 30% of the time

21. Blood Sea The Outer Reach: The water here heaves in great swells A strong current carries ships deeper into the heart of the crimson sea Storm clouds marshal in the sky The sea is dyed the rusty red of blood from red sands stirred up from the bottom of the sea Sea Dragons have been sighted here

22. Blood Sea—The Tightening Ring: The skies erupt with thunder and lightning, slicing the sky with icy rain Treat this as the same as Random Event 19 The current strengthens and the helmsman must make a save vs Breath Weapon just to hold even, paralleling the heart of the storm. If he fails he is drawn deeper into the Blood Sea. An experienced sailor only has a 30% chance to escape

23. Blood Sea—The Nightmare Sea: The storm unleashes its full fury and the helmsman must make a save vs Rods every two turns or the ship is struck by lightning, breaking spars, ripping sails or causing 1d6 points of damage to the ship

If it is night time when the party enters the Blood Sea, the sounds of moaning, screaming and cackling sound on the wind. Some crew members will become hysterical, pointing at the churning waters in horror. Any who stare at the waters too long will see it transform into a crawling mass of grinning faces, clawed hands and wicked horns pushing at the Perechon causing it to pitch and shiver

An hour after this madness begins a red mist swirls up from the sea, flowing through doorways and oozing in portholes When the ship is covered by the mist, small red misty imps form from the vapors Soon red impkins are swarming up the masts, pulling on the rigging and loosening cargo ropes. They ignore the crew and any blows at them pass right through without effect. Giggling, screaming and grunting they wreck havoc upon the ship Use Wraith statistics, but only magic and magical bonuses hurt them and they can not Energy Drain. They can not be turned

If the red imps are bothered by crew members several may turn and grapple with the man to either throw him down the hold, into a cabin or overboard Each impkin has a Str of 4, and they may only move a character if the total Str points of the imps exceeds the characters The character is dragged 1'/round for every point over the character's Strength If a character is thrown overboard, use the *Choppy Waters* encounter rules, but his Con check is at -4 If a PC is thrown overboard he apparently drowns He is actually rescued by sea elves in the next chapter

If it is day and the party has not yet defeated the King of the Deep, a dark shadow will be seen rising from the waters. The King will rise beneath the ship and two horrid black tentacles will pluck crewmen off the deck, then it sinks back into the depths

The helmsman must make a save vs Breath at -2 each hour to avoid being dragged further and only has a 15% chance to escape this ring

24. Heart of Darkness: The thunders rumble takes on a distant quality. In the middle of this area, a mighty maelstrom swirls, sucking all down into the deep through its ferocious maw If a ship still has a rudder, there is a 20% chance that the helmsman can turn the ship abroad of the whirlpool and the additional drag will cast the ship up and out. However, one last encounter awaits the party.

> The crash and rumble of lightning become but a distant chorus to the tumultuous roar of water ahead. The clouds fall back to form a mighty canopy, while ahead lies the maw of terror. Whirling and swirling, a mighty maelstrom sucks all towards its dark depths and none seem to escape. Suddenly, a trumpeting bellow splits the clamor and someone points in terror skyward. Beating strong wings, there comes a shadowy dragon

The dragon looks like it has come to gloat, and Berem, not to be taken will leap over the side. The dragon is really Clarion who saw the ship, pursued by the minions of evil, enter the Blood Sea. He is unable to help more than a couple and will single out the captain and her guard or mate to try to pick off the ship If Clarion suffers 30 points of damage he flees

The PCs actions can only delay the inevitable. If any have *potions of water breathing* they may save themselves. The ship is sucked down into the maelstrom and the characters are thrown into the choking dark waters. They should feel death come calling as their lungs burn and all goes black

Actually a party of sea elves will rescue the party using the *elixir of water breathing* but only after the party has passed out.

25. Razor's Edge: These waters hide many dangerous reefs and obstacles. Many a ship has been torn apart on these sunken horrors There are two villages of 35 + 1d20 mermen here

26. Western Blood Sea: These deep waters are dabbed with patches of azure where crops of seaweed float. Dolphins and Dargonesti frequent this water as well as the shy monster Pricklebacks

27 Northern Blood Sea: These dark waters roll endlessly onward, often frequented by Pirate and Minotaur ships. Swordfish and bullshark range the waters. Colonies of Lacedon have been known to waylay ships found at night in these waters

28. Firewater: These seas glow a crimson hue at sunrise and sunset. They are often the battlefield for feuding Pirates and Minotaurs and it is not uncommon to see a burnt hulk drifting

29. Pirates Run: These coastal waters of Kothas are frequented by two varieties of barracuda, the fish type and the vicious pirate Both are voracious and offer no quarter except to others of their kind

30. Slim Chance: The rocky coast off Mithas is patrolled by bullheaded men in ships and bullsharks in the dark waters

31. Eye of the Bull: Cruel cliffs crowd this narrows and few are brave enough to risk the treacherous run. On the coast of Mithas are five fortifications with two catapults each, which pepper any not flying the Horned flag Near the coast of Kothas is a treacherous current and deadly reefs. Living in these reefs are a bevy of Sea Hags. The Sea Hags usually hunt in groups of 1-4 and prefer not to kill outright, but to capture prey

32. The Blade: The sea floor falls away to a deep trench in which a colony of 240 Ghaggler live. They hunt ships who cross their waters in groups of 21-40. Ghaggler eat their prey.

33. Eastern Courrain Ocean: The waters here are rough and white capped often visited by high winds and squalls. The giant Swordfish cavorts here along with deadly barracuda

34. Craklin Coast: A strong current visits these waters carrying ships out from shore toward the Northern Courrain Ocean. Only the muscular Bullshark seems to resist the tug to deeper waters

35. Northern Courrain Ocean: These waters dance merrily in the sea breeze and the water moves in slow, fluid swells. The king of this realm is the solitary Sea Dragon

36. False Refuge: There appear to be several quiet bays here, but the dark waters hide sunken mountains and ruins of old that are worse than any known reef (double damage) A swift current carries all past the land and out to the open sea of the north. Fierce sea lions prowl these waters in prides of 2-12.

37. Rocky Shores: No safe harbor here, though many a mariner has been lured into the snaking canyons and fjords in hope of shelter These waters are the realm of a Sea Serpent.

38. Troubled Waters: This waters are cloudy and gray. A colony of Lacedons live in the ruins offshore and raid the land at night

39. Blood Cup: This bay has been the sight of many blood battles between Minotaur and Pirate It is now usually neutral territory It is rumored that the Mire, a might graveyard of ships may be found here Jellyfish and the aquatic violet ochre jelly float here

40. Land Ho: These azure waters are usually a welcome sight to the voyager weary of the open sea, for from here landfall on Saifhum and empty Karthay can be seen

41. Mantle: Deep waters surround Saifhum's high cliffs. Skyfisher plague mariners of these waters and the natives carry slings and crossbows to drive them off Two giant sea slugs, Nudibranchs, prowl the cliffs and sea, sometimes climbing aboard ships at night

42. The Sheath: These dark waters are patrolled by the mariners of Saifhum in small carracks the size of the Perechon, with crews of 12 sailor Guards and 9 Warriors Sea Lions prowl the waters and Dargonesti hunt here

43. Endscape: The water here shallows quickly and many a ship has run aground on its sandbars Long sea grasses and forests of fan shaped seaweed grow in abundance here These waters host Strangle Weed and Giant Anemone

44. Miremier: This water is clogged with rocks and forests of kelp Low tide uncovers vast salt marshes Giant Crayfish lair here

45. Last Coast: This rocky coast is the last coast before the open seas Ruins of ancient stone forts grace the summits of its stony bluffs. Two coveys of Sirines live in grottos by the seashore and Sea Lions ravage the waves

46. Deep Reach: These waters run swift and deep around the northern end of Nordmaar. The air is clear and a tail wind speeds the mariner on his way. Giant Swordfish and Manta Ray leap from the water, the masters of their domain

Chapter 8: Istar of the Deep

Encounter Setting

After the cataclysm, Istar was sunk to the depth of the Blood Sea The name of the sea comes from the thick red sand that fills the waters. The city is now surrounded by high mountains, and the buildings form a massive conglomerate of ruins and coral mounds. In some places, air pockets have formed from plant respiration. Sea elves have taken possession of the fabulous ruins.

The maelstrom in the center of the Blood Sea leads down to the center of the city. A giant vortex is caused by a demonic wind blowing from a gate to the Abyss located at the bottom of the Pit of Istar. The pit stands where the ancient temple once stood. Most of the water dragged down through the maelstrom is expelled above the city, spiraling outward for miles. Because of the strong turbulence the only way to enter the city is through a few narrow mountain passes below the water current. The maelstrom funnel leads to the pit. Then quickly spirals out at street level.

When the party was thrown overboard, the PCs were rapidly dragged down into the vortex and cast out above the city. Sea elves new the fate they would face and were ready with vials of the *elixir of water breathing* But the characters all passed out before they were rescued. The elves left the heroes in the care of Zebulah, a human mage who has been living among the elves for years. His consort, Apoletta, Lady of the Dargonesti, saw the mark of the fated on the heroes and kept them here. Maquesta and her crew were put on a raft and set to drift in the sea shipping lanes

All the party may be together in one room or if you desire, you may separate the most wounded character and place him in Area 9.

This chapter is divided into two sections, Zebulah's Refuge and the Pit of Istar. This second half is the role playing portion of a mighty sea battle that is brewing between the sea elves and the forces of evil, and should either be played in conjunction with the next chapter or instead of playing out the battle.

Zebulah's Refuge

1. Old Banquet Hall

> A dozen small rods fixed on the walls softly light this room. To the south, the wall seems to have caved in. A large heap of broken chairs and tables lie in the northeast, next to a set of large double doors, hanging open. On the opposite side grow large clumps of strange mushrooms. There is no one else in the room

This room used to be a banquet hall, before the time of the cataclysm. Zebulah now uses it to grow plants that he uses as food. The doors are not locked and can be easily opened. The rods lighting the area are sticks with *continual light* cast on them

Should the party listen at the door, they will hear the shuffle of somebody walking furtively behind the door. If a character peeks around the door, at first only darkness will be visible. Then slowly, a crouching silhouette, cloaked and hooded, and brandishing a wicked glistening dagger can be sighted, no more than three feet away. The individual is moving furtively along the walls, away from the door, clumsily trying to hide in the shadows It has not seen the PCs behind him, because the door is concealed with an elaborate illusion of a bare wall. Not even the light will pass through the illusion.

The creature is one of many koalinth spies sent to assassinate Zebulah. If the party decides to wait, another silhouette will be seen, following the first. Unless the party intervenes, up to a dozen of these spies should walk past. If the party intervenes, each spy remaining in the corridor should have a chance to attack the PCs from behind. The koalinth are coming from area #4, and seeking area #2

Koalinth out of their natural medium are hard of hearing Anyone walking behind a koalinth out of the water has only a 1 chance on a d6 of being heard.

2. The Coral Cave

> The corridor abruptly stops on a narrow ledge overlooking a small underground lake. The rods' soft glow is reflected by patches of nacre and the small waves of the water. Another ledge with an opening is located on the other side of the lake. A cable stretches from one ledge to the other In between, a small boat has been hooked to the cable.

The boat can be hauled back to the ledge by pulling on the cable, as with a ferry boat. Below the surface of the lake are three exits. They are hard to see from above due to the reflection and the cluster of corals. Any non aquatic creature will have a 20% chance of getting stuck while attempting to swim here.

3. Flooded Tunnel

> The lower part of this corridor is dark and flooded. Each PC has a chance of swimming down the stairs, under the ceiling, and back up on the other side with a successful Con check. If the roll fails, the character panics and takes 1d6 points of damage per round, until rescued.

The intersection is the lair of a giant crayfish. The creature will try to grab one character swimming nearby. To break free, the victim (or rescuer) must make a Str check. The crayfish will retreat to area #2 if it takes more than 50% damage in hit points.

4. Old Stairway

> The spiral stairway leads down to the bottom of a trench in the city of Istar, 50 feet below Starting at 10 feet below the corridor, the passage is flooded.

In the event the party has a way of breathing under water, they will be able to reach a large stone door at the end of the stairs. It opens on the bottom of a pitch dark trench. Twelve koalinths are waiting below and will attack the PCs. If more than half are killed, the others will flee. If the party captures one of them and interrogates him, the koalinth menaces the PCs with a quick doom, revealing that "the entire army of koalinths is marching toward Istar, and they had better release him before his kin avenge him." If interrogated further, the prisoner will say that the koalinth have allied with the King of the Deep and the Dragonarmy

5. The Magic Fountain

> In the middle of this chamber is a fountain, its center is a sculpture of a small whale, with water spouting from its vent. The walls in the chamber are covered with white marble, carved with scenes of Ancient Istar

The fountain is magical. Anyone drinking this elixir will be able to breathe water as long as he does not come into contact with air for 2 turns. This effect can not be dispelled When a creature dries out he must make a save vs Poison or will forget the last 2-12 days

A secret panel conceals the access to area #6 It will only open if the small whale is rotated clockwise. It closes if the the sculpture is rotated counterclockwise. In the event the sculpture is rotated in the wrong direction 20 crossbow bolts are fired from a series or hidden slits in the ceiling (1d4 bolts automatically hit

each character present the chamber). The tips of the quarrels bear a mild hallucinatory drug remains Each victim must save vs Poison or loose conscience. Unconscious victims will suffer a "dream". All dreams start in a thick billowing fog and end the same way

Dream 1: A horrid monster appears from a large dark pit. The PC's hands are caught in its hair, and filthy slimy tentacles are drag him toward a gaping mouth. In the background, huge turtles swim above an underwater city, wreaking havoc.

Dream 2: The PC is swimming in a dark flooded tunnel. As he reaches a door, it slowly opens toward another tunnel revealing an opening to a huge vortex. In the swirling green waters, dark sinister shapes slither upward.

Dream 3: A line of warriors stand silently in a high mountain pass. They wear strange armor made of shells. One raises his hand and motions his troops ahead. Only then does the PC realize that the hand is webbed, the skin greenish, and the hair of the warrior, a gleaming silver.

Dream 4: A white whale swims toward the PC, at incredible speed. With a terrifying roar, the creature swallows its prey and all becomes dark. After a few moments, light returns, and the PC finds himself alone in a deep round pit. Standing upright in a ring in the center of the room are two dozen shining lances. A light seems to radiate from them The PC runs away and appears in area #5

Dream 5: The PC walks down spiral stairs. After a moment, he reaches the surface of dark waters, dives and continues to swim down. Strange cries, laughters and whispers can be heard all about. From a distance, a voice seems to scream in elvish: "Treachery, treachery, they are coming! Sound the alarm!" Then a door opens on darkness and the PC wakes up

6. The Dragonlances

> Beyond the panel, stairs lead down to a round and dark pit. The steps narrow as they descend From the bottom, a faint glow seems to flicker

Ancient ancestors of the sea elves stored 24 foot dragonlances left in their keeping after the Third Dragon War called Dragon Bane After the Cataclysm, they brought them here 300 years ago, but have since forgotten them. The circle of lances support a plunger of aged teak, that inturn, holds up the ceiling block For every lance removed, roll 1d20 and if the number is greater than the number of lances remaining the plunge will topple and the ceiling fall. The ceiling will cause 20 points of damage to those beneath it (save vs Petrify for half). The ceiling will crumble and PCs may dig their way out

7. Zebulah's Room

> In the middle of this room stands a bed made out of a huge sea shell In the west of the room is located a round table with several dishes of gold and nacre. On a large plate in the middle of table are the remains of a fish with uncommon vegetables and fruit. In a thin crystal flask is a green liquid
>
> A door is open in the west wall and a pulsating light glows from beyond. The sound of crystal being moved is heard

A Koalinth spy has managed to enter this area and is searching the room for information. If a PC peeks around the door, the spy will be standing in front of the orb, perplexed, and will not notice the party

The table holds the remains of Zebulah's last dinner. The green liquid is an magical seaweed wine. Anyone drinking it recovers 1d4 hit points

The southwest corner of the room is separated from the rest of the area by a curtain. It is Zebulah's wardrobe. On a shelf here is a copy of the text from Astinus's Iconochronos, concerning the Fall of Istar

8. Zebulah's Laboratory

> This rectangular room contains an incredible bric-a-brac of flasks, tubes with bubbling liquids, pots and other glass containers. In the middle of the room is a globe of pale blue pulsating with light, resting on a coral pedestal. Next to it is a large seat carved of coral.

The sphere is a *Dragon Orb*. A koalinth stands motionless in front of the orb, staring dumbly at the crystal, his jaw slack and drooling. Because of the sea dragons' approach, the orb has started pulsating. Zebulah is unaware of this new event. If the party warns him, he will understand the menace and immediately communicate the information to the sea elves in Istar. Zebulah fears that the King of the Deep has prepared a full scale attack on the city

9. Zebulah's Lounge

If there are any wounded PCs recovering here they will awake weak and in a daze and here Zebulah leave

> The glistening walls of this octagonal room softly reflect the light that glows from a dozen rods Three large couches occupy the center of the room, around a small lacquered table A strange gray growth covers the wall to the west. On the south wall is a small waterfall splashing into a large shell.

If the PCs study the growth on the west wall, describe it as the two lips of some horrible fungi creature. Actually, the growth is made of two huge sponges acting as a doorway. Anyone can easily squeeze between the two sponges and exit into the corridor. Small pipes with running sea water keep the two huge sponges permanently wet. The couches in the center of the room are made of similar sponges. The sponge couches help keep the sea elves wet. The waterfall is used for bathing

10. Meeting Apoletta and Zebulah

When the party approaches this area, warn the PCs that they hear voices. If they stop and listen, explain that the voices speak in a strange elvish language. Any elf character has a 50% chance of understanding each sentence spoken in the first boxed entry (see below). Non elves speaking elvish only have a 25% chance. If the party waits and listens, read the first boxed entry. Otherwise, read the second entry

> Male voice: "No, I think they will be fine, but I still feel it was unwise to reveal our presence. You should have let them go on the raft, like you did with the others."
>
> Female voice: "Perhaps you are right, but these were so much unlike the others. There is something about them that disturbs me .. and this impromptu arrival. I fear this has something to do with the sea dragons sighted in the south."
>
> Male voice. "It must be tied to the recent agitation of the King of the Deep. Raids are getting more frequent and no one so far has managed to enter his lair We must find a way of getting through the passage .."
>
> Female voice whispering: "Shhh... Wait. I think I heard. .KreeaQUEKH!"

Read the next entry if the party enters

> On the opposite side of the room a dozen steps descend toward a small pool A old man wearing red robes is kneeling toward the water, on the last step. He suddenly stands as a beautiful elven maiden disappears into the dark water

The old man is Zebulah. He will wait for the party to come down, and finally reveal how they came to Istar Zebulah does not know a way out of Istar, however, he believes the answer could be found in the King of the Deep's lair

Later during the conversation, Apoletta emerges from the water and takes a part in the conversation. If she is warned of the war going on at the surface, and of the party's suspicion about a possible war in Istar, here under the sea, she will send a message to her kin and order armed forces to be raised. At the end of the conversation, another sea elf suddenly emerges into this area and warns Apoletta that koalinths have allied with the King of the Deep and are preparing to invade the city

Zebulah and the fair Apoletta are not schooled in war and are in desperate need of assistance in driving back evil's brood. They will try their best to convince the PCs that their destiny brought them here. They have also heard of a dark haired land dweller who rides a dragon. Rumor says she is after some treasure in the ruins of Istar

The strategy that is quickly developed is this. The enemy are very chaotic and are only held together by charismatic, powerful leaders. If those leaders can be eliminated, the forces of the Sea Elves can triumph

Apoletta then leaves the area to organize the defense of Istar. Zebulah informs the party that the sea elves will attempt to lure the King of the Pit and his minions out of the pit, so that the party may reach their lair. Zebulah thinks there must be a way of destroying the creature's secret life source in its absence, and of finding a way out of Istar. If the party refuses, he abandons them in his refuge. From there, the party will have to find a way out of the city by their own means (see Chapter V). If the party accepts, Zebulah mentions the powers of the magic pool in area #5, and suggests the party let a band of dolphins help them move underwater. The dolphins will help the PCs reaching the entrance to the King of the Deep's lair.

11. The Old Tower

> The curtains open onto a large circular room. Three huge crystal windows have been placed in the walls, allowing the most incredible sight ever. Through the eerie green light filtering into the room, large silver fish can be seen swimming on the other side of the crystal panels, staring at the party with they Suddenly, they dash away into the darkness of the sea.
>
> In the center of the room is a large round table, carved of pink marble, with a tiny city built on it. At the center of the table is an ornate temple. On the side, written in common, are the following words: "Welcome, O noble visitor, to our beautiful City. Welcome to the city beloved of the gods. Welcome, honored guest, to Istar."

This tower is an ancient structure from the old city. It clings to the side of a cliff, overlooking a canyon that once was a street in Istar. There are no other exits. Where the ancient temple stands in the small city corresponds to the location of the Pit of Istar.

A rune is engraved at the base of the windows. It is the same for all windows. If spoken by any spellcaster, the windows will fog up and show a scene occurring at some location around the city of Istar. Should the PCs ever cause this to happen, the scene appearing on the windows will show the arrival of the Koalinth army, lead by none other than Highmaster Toede. The scene will vanish after 1d4 rounds. The rune will not function again for a week.

While the scene of the marching koalinths appears on the windows, the party may ask any question about the army that could be answered by simply observing. For example, an observer could estimate the number of troop (however, the red waters are dark and more could be coming beyond sighting range), their armament, their leader, their direction, the type of troops, etc... The PCs are allowed one question per round per character, until the scene fades. Then the answers the DM would give should remain vague and The exact information on the koalinth battalions can be found in Chapter V, in the roster sheets

As the party is busy observing the room and the scene, a dozen koalinth spies try to surprise the party. If more than half of the koalinths are defeated, the others flee toward area #2

The Pit of Istar

If the BATTLESYSTEM™ rules version of the Battle in Istar is used, then this section will have to be played immediately before and concurrently to the beginning of the Battle of Istar. In this case, read Chapter V before playing this section

1. Coral Cave

The dolphins accompanying the party will leave the PCs here

> The brilliant flashes from a multitude of small silver fish darting in and out of the weeds rivals the arrays of colors and shapes of the luxurious corals. Attracted by the light, tiny fish play around the visitors, some of them silently staring with their round eyes, others wildly dancing in the light and shadows. Two exits open on the opposite side of the cavern, between the jagged edges of coral.

The party may notice bubbles rising out of the right coral wall of this cavern. On the other side is a giant sea slug. It used to be the mount of an elven lord and can obey simple orders, provided it is subdued again.

One round after the party enters, the slug will break through the wall and attack with its acid spit. Each PC has a 10% chance of spotting a rotting elven saddle on its back. The slug will not follow if the party exits through one of the northern ways for it smells foul things dwelling beyond. If the party causes more than 50% damage to the slug it will retreat to the eastern corner, just below the large shaft. If the party keeps attacking, it will flee up the shaft. If someone tries to climb into the saddle, it is now subdued and will respond to elvish commands. It may be ridden to flee this place once the PCs quest is complete

The shaft opens on the central court of Istar, only a few hundred feet from the pit.

2. Caverns of the Hanged Men

These two caverns are filled with seaweed of various types, including strangle weed Each area contains 3 Strangle Weeds

The strangle weeds in the cavern next to area 3 hold the rotting body of a koalinth. When the party enters they hear delirious laughter and lamentations. A wraith will appear in 1d4 rounds It is the undead form of the koalinth. It will attempt to flee, hoping to lure the party away from the secret passage If the party does not follow, it will surprise the party from the fronds a few rounds later. The

wraith can be kept at bay by brandishing a noose

The cavern to the northwest contains a secret passage leading to area 10. The secret panel can only be discovered if all of the strangle weeds of this area are destroyed. By pulling on the dead strangle weeds, the secret panel will give way.

3. Hall of the Black Manta

> This large cavern is covered with eerie plants. The large round plants let long purplish tentacles drift in the water. A fish quietly swims among them and nibbles at the translucent tentacles. Suddenly, a plant retracts all of its tentacles in the blink of an eye.

The plants are poisonous anemone. The fish swimming among them are immune to their poison. There are 18 anemone among the corals in the cavern. They are located around the six entrances, in clusters of three In the middle of the cave is a hidden manta ray.

When the party enters this cavern, the three anemone at the entrance will be retracted Any character within 10' of the five other entrances will be attacked The entrances are not visible unless a PC forces the anemone to retract their tentacles Any attack which causes 8 points of damage to the plants will be sufficient to force the tentacles back into the plant for 1d4 round

If the manta ray is slain, a treasure will be found among the remains of many elves and koalinths in its nest, of 200 steel coins and a small map carved on a thin slate of coral. It depicts the area of the maelstrom shaft, and the ledge leading to the King of the Deep's lair (areas #12 and #13). It is marked "pit to hell" in area #12 with an arrow to area #13, marked "Lair of the Twelve Beasts".

4. Ochre Jellies Shaft

> This bleak cavern is devoid of life. A small shaft opens in the cavern's vault, leading up into darkness

Five ochre jelly dwell in this shaft leading up to Istar They are 80% undetectable in the dark waters and -2 to be hit. They will not attack unless characters try to climb the shaft It opens no more than 30 feet from the Pit of Istar.

At the top of the shaft is the King of the Deep's lacedon legions and they will attack any climbing the shaft, but will not pursue them down the shaft

5. The Invisible Ballet

> Light is reflected in this chamber in a multitude of colored beams; a scintillating spectacle.

The walls of this cavern are covered with multicolored crystals. The party's light source is reflected in all directions. They are worthless stones. In the place dwell three large jellyfish. They are semi-translucent, making them 90% undetectable. The creatures will slowly swim toward the party and attack 1d4 rounds after they entered.

6. Kaal of the Pit's Quarters

> This area has been carved from the stone of the cavern. In the middle stands a small altar, with two glowing rods. On the opposite side of the cavern is a large coral chest.

This place is the lair of a spirit naga called Kaal of the Pit. Kaal is currently above fighting for the King of the Deep. Unless the party has already met and destroyed him in the Battle, he will return to this area within 1d4 rounds if the party tampers with the coral chest When Kaal arrives, it casts a *phantasmal force* to appear like a water naga, and then hails the party. Kaal will try to convince the party that he is a messenger of the elves and that they are requesting the party's help on the battlefield. He will claim that a certain *Abooleiddah* and *Sseipoolah* (Apoletta and Zebulah said with the spies' hobgoblin accent) have issued the order

If they fall for the trick, Kaal will escort the party to the cave of the black willow (area #3) or to the cave of the hanged men (area #2). It will choose that moment to attack the party, while pushing his opponents toward the deadly plants.

If the party does not fall for the trick, Kaal will attempt to cast a *lightning bolt* and retreat toward the pit (area #12) If it manages to reach it safely, Kaal will exit the through the pit and return to the battlefield.

The chest has the power of warning its owner when it is open. It contains various unholy symbols and 10 diamonds, each worth 100 steel coins. At the bottom of the chest is a thin nacre slate with strange words engraved on it. It is an aquatic version of a mage's scroll, engraved with the runes to the following spells: *darkness, scare, lightning bolt*

7. Lacedons' Regeneration Chamber

> The walls, floor and vault of this sinister cavern are covered with a black slime. No plant thrive here, but horrors that are vaguely human shapes hang head down from the vault, shivering and moaning.

The King of the Deep uses this abysmal place to reform the bodies of its dead servants. The shapes, though disgusting, are inoffensive for four rounds. During that time, they are AC10 and can be destroyed with 6 points of damage to each shape. On the fifth round, the slimy black skin around each creature rips open and a regenerated lacedon falls out. There are 20 such shapes hanging from the ceiling. If the cavern is empty when the lacedons are revived, they swim out the exit to area 8. If the party is visible when the lacedons are revived, the creatures immediately charge them, in an attempt to paralyze as many of them as possible. This area is separated from cavern 8 with a thick coral door.

8. Lacedons' Den

When the party opens the door to area 8, they see a crowd of 96 lacedons, all kneeling around an impious and utterly ugly altar in the center of the cavern. All are bowing and groveling at the altar. A booming voice then comes from the altar "...now stand, my sons, for a new mission awaits Now has come the time to leave darkness and destroy all that lives in Istar. By right, it has been yours since the cataclysm! Come out and gather in the pit."

All 96 creatures then stand up and leave the hall, swimming to area 11 and out through the pit. If the party intervenes, the swarm of undead will pursue them. However, the chase will last no more than 3 rounds (the King of the Deep then intervenes and orders the lacedons up into the pit immediately; he has more urgent need of his troops).

9. Hall of the Mosaics

> The center of this circular chamber opens on a large dark pit. The walls of this strange rooms seem to belong to a pre-cataclysm structure. Hundreds of mosaics represent scenes of Ancient Istar

If the party examines the scenes they will see that many have been defaced or destroyed. One particular mosaic, more recent and not as fine as the others, represents what must have been twelve minor priests of Istar. At the end

of the mosaic, a gigantic monster seems to leap from their heads. It has horrible tentacles, claws, pincers, and a repulsive mane.

The pit in the center of the room contains thousands of bones, victims of the lacedons over the centuries of struggle for the city. The King of the Deep keeps them here to eventually restock his reserves of undead creatures.

A coral door shuts the exit to area 8. It is possible to see area 8 through some interstices of coral.

10. Howwan's Grave

In the middle of this cavern lies a large stone sarcophagus. This is the grave of an elven lord who died while attempting to defeat the King of the Deep. He was the owner of the giant slug in area #1. After slaying the lord, the monster ordered its minions to build him a grave. Then the King of the Deep enchanted the stones and called the lord's spirit from the dead. The elven lord is now a spectre, under the control of the monster.

If the party has not yet met the spectre (see Chapter 5), it comes out of the grave, and says "Fools... You have come to far into the demon's den and soon you will meet your death. I, once, undertook your mission, and now, I have been banned from the decency of a true death. Beware, for he..." Suddenly, the ghostly form twists, shrivels and moans in agony. The spectre now appears as an impressive monarch, neither a man nor elf, glowing in sparkling armor and brandishing a sword of light. The King of the Deep has taken control of Howwan and now adds "Come now my sons, come and join me. Your destiny lies not with the elves, but with the ultimate power. Abandon your foolish plan to destroy me. Come up the pit and lead my hordes forever."

Should the party be foolish enough to follow the spectre up the shaft, they will have to fight the King of the Deep directly. If the party attacks the spectre, the creature will attempt to flee in the direction of the pit (area #12). Should the party destroy the spectre, it will cry out *"You have destroyed the King of the Deep! But all is not over yet, for I curse you all, and your descendents. My hordes are now free and will roam the undersea and torment all life forever..."* The King of the Deep isn't dead, but is trying to fool the party into believing they have succeeded their mission.

11. The Sea Hags' Den

> Three green, horrible old women stand around a table upon which lies the remains of a dead elven warrior. On his face is an expression of terror. His leather armor has been torn open and his coral sword lies in a corner of the cavern.
>
> One of the hags utters a blood chilling shriek, and brandishes a thin wooden rod in her webbed hand. In a croaking voice she reads some runes on the side of the item and the wand produces a small flash of light followed by a lamentable fizz, and a few bubbles float up. The three creatures then burst out laughing with gut wrenching shrills.

The three creatures are sea hags. They dragged a dead elven officer from the battlefield down to their den. They have found some coral coins and a *wand of fire balls*, which does not work under water. The creatures will not spot the PCs at the door. Shortly after their arrival, they will start fighting for the magic item.

There are two exits to this cavern, one in the northwest leading to the northeast pass of Istar, several miles away. The second exit opens directly onto the Pit of Istar. The swirling vortex can be easily seen from the party's position.

12. The Pit of Istar

> A huge whirlpool roars in the shaft. Despite the inhuman strength of the vortex, dark and sinister shapes can be seen swimming and slithering upward. On the south side of the pit is a narrow ledge that disappears behind the swirling mass water. Nothing can be seen beyond.

About 120 feet above the pit is the King of the Deep. The party should be barely able to see its shape from their position. The silhouettes swimming up the center of funnel are lacedons.

The narrow ledge on the south side of the pit leads to area #13 (the lair of the King of the Deep). Each PC stepping on the ledge must make a Dex check to avoid being dragged away by the water current. Using spikes and ropes should give the PCs a +2 bonus on their check. Characters loosing foot are pulled into the vortex (unless held by a rope), with a 90% chance of being thrown out of the pit 1-100 feet away from the King of the Deep. Otherwise, the victim is dragged into the plane of Abyss, and is considered lost.

13. Lair of the King of the Deep

When the party gets to this point, assume that the Battle of Istar has just began (Game Round #3). For each three melee rounds the party spends from there on, one Game Round elapses for the battle.

> Upon leaving the ledge, you enter the mouth of a huge cavern. On the northern side are twelve thrones. On each sits the petrified shape of a man. Each has glowing eyes and seems to be staring straight ahead. In the middle of the cave is a large depression, where a thick bed of dark algae grows.

The petrified statues (see death statues in the Appendix) are the creators of the King of the Deep. The King of the Deep will immediately become aware of the party's presence in its lair. It can control the death statues while commanding its troops on the battlefield. They wear priests' armor covered with a thin coat of dust and lime. If the party approaches within 20' of a death statue, all twelve will stand up and hurl their maces. The weapons will not be hampered by the water resistance because of their demonic nature. The death statues will keep on moving, trying to circle around the PCs and push them back out of the lair and into the pit. Any character that is blinded by their gaze will must make a Dex check at -4 if pushed back into the pit.

Ending Chapter 8

Optional Ending #1: when playing the BATTLESYSTEM™ rules depicted in Chapter 9, once the party has destroyed the creature of the deep, resume the remaining combat on the playing surface, as per the combat rules.

Optional Ending #2: if the BATTLESYSTEM rules aren't available to the DM, assume the elves win the Battle of Istar when the party manages to destroy the King of the Deep's life force. If the party fails to destroy the creature, the sea elves loose the battle and flee Istar. In both case, the party should be able to leave through the tunnel (area #13).

Chapter 9: The Battle of Istar

This section deals with the Sea Elves' battle to defeat the monstrous King of the Deep and drive out evil from the ruins of sunken Istar. This battle may be played separately as part of the adventure or even ignored. If the battle is not played you should use the events as a background to the adventure. Several of the leaders may be used as foes encountered while exploring the ruins.

The Battle Site

The battle will take place in or above the old sunken city of Istar. The city extends to the table edges which represent the high mountain border surrounding Istar.

The center court where the Temple of Istar once stood is now a large dark pit. Five avenues lead away from the place, crossing the city like narrow canyons through mountains. The buildings are a mass of ruins, rubble, mazes, and coral caves.

The maelstrom at the heart of the Blood Sea rises from the bottomless pit of Istar. The pit is actually a minor gate to the plane of the Abyss, from which a demonic wind stirs the waters. The vortex created sucks waters from the surface down into the red valley of Istar where it then rushes out across the sea bed stirring up the red sands.

The battle occurs at four different levels.

Ground Level: (Street level) Troops can only maneuver in streets, or enter buildings. The strong current at street level reduces movement by -3" when travelling toward the pit or sideways to it, and adds +3" if travelling away from it.

Low Altitude: This is roof level, approximately 30 feet above the ground level (1" in the BATTLESYSTEM™ rules). The troops can fight above the streets and the city without restriction, but they cannot sight a unit in a street (ground level) unless they are above the street or within 1" of the street side.

Medium Altitude: 120 feet above the ground level (4"). No combat restrictions exist. All units are visible at any altitude, up to the limits of underwater sighting.

High Altitude: 240 feet above ground level (8"). Due to strong currents and turbulence, all movement is halved at this altitude. All combats suffer a +5 Attack Rating (AR) penalty (-5 to hit in AD&D® rules).

At higher altitudes, troops are caught by the maelstrom and swept 5d6 miles from the battle field. These troops take no damage and can later return after the battle has ended.

High mountain ridges surround the battle site. Because of the strong water turbulence caused by the maelstrom, the mountains can only be crossed at high altitude through a few passes and a secret tunnel.

Setting Up the Playing Surface

The battle should be played on a square surface, roughly seven feet by seven feet. Place the fold-up map from this module on the northeast corner of the table. Use regular two-inch-wide masking tape to mark the avenues leading away from the map.

The areas between the avenues are ruined piles of buildings. The edges of the table represent impassable mountains.

Mark the three mountain passes leading to Istar with masking tape. They should be located in the northwest corner and on the west and south sides of the table. Do not mark the location of the secret tunnel on the east side of Istar. Do not show the Sea Rovers of the Reaches to the players yet, nor the attacking forces (except the hobgoblins).

Playing Pieces

The following units are included in this module: South and North Mermen Tribes, Elven Watches I and II, The Lords of Istar, Swift Doom, 1st and 2nd Light Guards, the Sea Rovers of the Reaches, Night Hordes 1-4, the Death Squad, and the 1st Dragon Wing.

Use the original BATTLESYSTEM™ counters for the following units: 5th Sea Serpent Wing (use dragon counters), Wardens of Pelish (use wyvern counters), Koalinth Battalions A, B and C (use orc counters). For fish units, use the 1/2" blank counters. Use miniatures for the Heroes and leaders.

You must create your own battle rosters using monster stats and NPC cards. A list of the army units and their commanders is provided below. Each commander may possess one magic item of the DM's choice. Kronn and Sea Elf leaders are mounted on sea horses.

Army	TYPE	#FG	AR	Dmg (SM/L)	Cmdr	Special
Sea Elves of Istar						
South & North Trb	Reg/Inf	10	18	Trd d6+1/3d4	S 3	Hooked Nets*
Elven Watch I&II	Reg/Inf	10	18	Trd d6+1/3d4	S 4	Hooked Nets*
Dolphin Phalanx	Reg/Fish	10	16	Beak 2d4	None	
Prickleback	Reg/Fish	12	20	Spines d6(×4)	None	Poison +2 to AR of victim
Lords of Istar	Elite/Cav	12	15	Lnc d6+1/2d6 Mnt 2d4	S 5	Sea Horse mounts (HD 4; AC 7)
Swift Doom	Char/Art	5	20	Elf d6/d8 (×3) Mnt d4 (×2)	S 6	Maneuver: C, Harpoon (Hits at AC 10, Dmg 3d6)
1st & 2nd Lt Guard	Reg/Art	8	16	Swd d6/d8	S 7	Sea Horses (HD 3; AC 7, Dmg d4+1)
99th Warpack	Reg/Fish	10	18	Beak 2d6	None	Swordfish 1+1
Sea Rovers	Reg/Cav	4	21	Trd d6+4/3d4+3	Rgr 9	Acid spit (d12); Hooked Nets*
Dragon Army Alliance						
1st S. Dragon Wing	Reg/Cav	5	19	Bite 4d8 Breath (26 HD)	D 1	Scaly Command, Dragon Awe, Det Inv
5th S. Serpent Wing	Reg/Mst	5	17	Bite d10+poison Squeeze 3d12	D 2	Poison, save or lose 1 figure, Squeeze only 1 figure/serpent
Barracuda	Reg/Fish	8	16	Bite 2d4	None	
Wardens of Pelish	Reg/Fish	6	17	Bite 3d4 Sting 2d10	None	Paralysis, remove 1 wounded figure
Battalion A-C	Reg/Inf	18	18	Swd +1; Cbw	D 8	-1 to hit in daylight
Death Squad	Mob	8	16	Dgr d4/d3	D 5	Fright, save vs Spell or +2 to AR
Night Horde #1-#4	Reg/Inf	12	16	Claws 2d3 Bite 1d6	D 7	Wounded figures save vs Para, or immobilized. No morale checks
Horror Pack	Reg/Fish	6	16†	Tentacles d10	None	Wounded figures save vs Poison or die

	Name	CL/Lvl	Rank	CB		Name	CL/Lvl	Rank	CB
S1	Apoletta	F4/M6 Self	Army Cmd	+1	D1	Gildentongue	Aurak	Brg Cmd	+1
S2	Kronn	F4/T5 Kdr	Dp Unt Cm	0	D2	Gurglehorn	Spectre	DP Unt Cm	0
S3	So & No Chfs	Merman	Unt Cmd	0	D3	Kaal of the Pit	Spirit Naga	Hero	0
S4	Cpts of Watch	F5 SElf	Unt Cmd	0	D4	Howwan	Ghost	Hero	0
S5	Lord Pescator	F10 SElf	Unt Cmd	0	D5	King of the Deep	Monster	Brg Cmd	0
S6	Zebulah	M9 Hum	Unt Cmd	0	D6	Lord Toede	F7 Hob	Brg Cmd	+1
S7	Guard Cmdr	F8 SElf	Unt Cmd	0	D7	Shades of Istar	Wraith	Hero	0
					D8	Koalinth Cpts	Koalinth	Unt Cmd	0

* 1-12 Immobolized, Dmg d2

Chapter 9. Battle Strategy

Battle Strategy in Istar

The party should have been alerted to the precarious nature of the alliance between the evil monsters of the deep, the Dragonarmies, and the sea hobgoblins. All the strength of these hordes lies with their leaders. If these are eliminated or captured, their troops will flee.

Gildentongue, disguised as Kitiara mounted on Darktide, commands the Dragonarmy Brigade, including the 1st Sea Dragon Wing, 5th Sea Serpent Wing, 79th Barracuda Squadron and the Wardens of Pelish.

Highmaster Toede, mounted on Hopsloth commands the 9th Koalinth Brigade consisting of Battalions A, B, and C.

The King of the Deep commands the Dark Hordes of Istar, including the Night Hordes, the Death Squad, and the Horror Pack. If the King of the Deep dies, the Horror Pack stops.

The party's forces consist of two brigades the Blue and Green Wings. Apoletta is the army commander of both brigades. There are no brigade commanders.

The Blue Wing includes two merman units (the South and North Mermen Tribes), two sea elf units (the Elven Watches I & II), the Dolphin Phalanx, and the Prickleback School (see Appendix Section).

The Green Wing includes one unit of elite cavalry (The Lords of Istar), one unit of mobile artillery (the Swift Doom), two units of mounted archers (the 1st and 2nd Light Guards), and one fish unit (99th Warpack).

Set-Up

Dragonarmy Alliance

Set up the evil forces first. Koalinth Battalions B and C should be located within 10" of the north mountain border, but no more than 20" away from the northwest pass. They can be at any altitude and in any formation.

Koalinth Battalion A should be hidden anywhere inside a building 20" from the northwest corner of the playing surface. Once Battalion A's position is determined, the DM should secretly choose the location of the entrance to the building, within 6" of Battalion A. Toede and Battalion A know the location of that door. Keep the counters the hidden battalion off the table until they enter combat. Highmaster Toede may be with any battalion, in or out of the building.

The DM should choose a secret location for the jellyfish unit. It should not be more than 20" away from the pit. Keep all other counters off the playing surface.

Sea Elves of Istar

The Green Wing starts at the south edge of the battlefield, within 10" of the mountain border, but no more than 15" from the south mountain pass.

The Blue Wing should be set up within 15" of the west border, but no more than 5" north of the west pass.

Do not set-up the Sea Rovers of the Reaches on the battlefield yet.

Battle Timetable

Game Round 1: Toede's Koalinth Battalions B and C move toward the elves positions from the northwest side of Istar. He tries to surround one unit from the Blue Wing. If the battle goes awry, Highmaster Toede becomes an independent Hero figure.

Game Round 2: The King of the Deep is hidden in the Pit and casts *darkness, 5" radius* about the pit.

Game Round 3: The King of the Deep exits the pit, remaining within the *darkness*. Night Hordes 1 and 2 exit the pit and move out of the dark sphere.

Game Round 4: Two more lacedon units move out of the pit (Night Hordes 3 and 4).

Game Round 5: The Death Squad exits the pit.

Game Round 6: Gildentongue's Dragonarmy Brigade arrives at high altitude through the south pass.

A messenger from the Reaches informs the party that the Sea Rovers is coming to help. The players decide through which pass the Sea Rovers enter Istar.

Gildentongue may delay his Sea Dragon Wing one turn so that they may enter Istar through a secret tunnel on the east side of the city. Gurglehorn controls the rest of the brigade. Darktide and Gildentongue always use *invisibility* before entering Istar.

Game Round 7: The Sea Rovers of the Reaches enter Istar. If applicable, Gildentongue enters Istar from the east at medium altitude, with the 1st Sea Dragon Wing through the secret tunnel. Destroyed lacedon or koalinth units start returning from the pit.

The Pit of Istar

The pit is an utterly evil place, controlled by a quasi-divine creature that calls itself the King of the Deep. This horrid, gigantic monster has the power to recall the spirit of weak creatures destroyed on the battlefield, and reform them into undead hordes in the pit.

Starting on Game Round 7, if the King of the Deep still lives, destroyed lacedon or koalinth reform into a new unit (12 figures) of lacedons and move out of the pit. This occurs every two rounds, until the King of the Deep is eliminated. Destroyed units may be reformed more than once. If there are not enough destroyed figures available to reform a full unit, the King of the Deep must wait for more casualties.

Every time lacedons or koalinths are killed on the battlefield, the DM should indicate to the players that the destroyed corpses dissolve. Eventually, the DM should describe the returned forces as scarred undead versions of forces already destroyed. The King of the Deep may control no more than seven units of lacedons, one of sea hags, and one of Heroes.

From High Altitude to Ground Level, the bottom of the maelstrom turns into a narrow water funnel spiraling down into the Pit of Istar. All movement rates within a 3" radius of the pit are halved and the charge bonuses (including double damage) are negated. If a unit attacks creatures over the pit from above, treat as if charging, due to the strong current. However, each figure involved in this diving attack must save vs. spell or be dispersed at the end of the game round. On the next round, reform the units 30" away from the pit, in a random direction. Cavalry saves at +2, fish units at +4, and chariots at -2.

The King of the Deep

This quasi-divine creature controls the Dark Hordes of Istar. When it comes out of the pit, it remains at Medium Altitude. It will not move away from the pit.

Thanks to its inhuman Intelligence, the King of the Deep has unlimited telepathic control over all the creatures of the pit. In BATTLESYSTEM™ rules terms, it can act as an army commander and unit commander for every one of its units. The creature also controls any of its Heroes, provided they remain within the limits of Istar. If the party used *ESP* on such creatures, they would actually touch the King's unearthly mind.

As long as the King of the Deep remains above the pit, it can reform undead units. When it is destroyed, all the undead vanish.

Fish Unit Reinforcements

At the beginning of each movement phase, a destroyed fish unit has a 25% chance of being replaced. This rule does not apply to the Horror Pack or the Warden of Pelish. These reinforcement enter the battlefield at high altitude through one of the mountain passes (roll 1d6: 1-2 = northwest, 3-4 = west, 5-6 = south).

Chapter 9: Battle Strategy

Goals and Objectives

Dragonarmy Alliance

Gildentongue and Toede's goal is to capture the party. The King of the Deep's objective is to annihilate all the Sea Elves and mermen, and to prevent the party from entering the pit. At the bottom is the creature's bane. If it is destroyed, the King of the Deep dies.

Sea Elves of Istar

Apoletta's plan is to taunt the King away from the pit. She wants it to come away so that the party may enter the pit through one of the many tunnels.

The party's mission is to get to the pit and destroy the receptacle holding the King of the Deep's spirit. The elves do not think their army is strong enough to hold against the Dragonarmies. They hope that the King of the Deep's death will disperse the monsters of the pit so that the elves can triumph.

The elven army's mission is to destroy the koalinths and then face the monster of the pit, possibly attacking it to keep its attention away from the pit. Once the menace of the pit is reduced, they will fight the coming Dragon Wing. If the players think about it, sentries can be posted at the passes. In this case, the arrival of the Dragonarmy should be revealed one round in advance.

Upon the PCs' return to the battlefield, the elves will instruct them to seek the leader of the Dragonarmy and destroy him. If Gurglehorn is destroyed while in command of his part of the Dragonarmy, then that part flees the battlefield. If Gildentongue is destroyed, then the entire Dragonarmy flees.

Prior to the party's departure, the sea elves will advise them that it will be safest to travel through the buildings. Each PC has been given a water whistle to call dolphins. The PCs may use them to send messages or to move faster through the water and attack enemies at higher altitude. The party's movement in the buildings or on the battlefield is 16″ per round with the dolphins and 6″ without.

Sea elven cavalry units and chariots are not immune to the lacedon's paralysis, due to the fact that their steeds are not resistant to the undead's poison.

Swift Doom: this is a chariot unit fitted with ballistae. Each chariot is pulled by two giant hippocampi, and has a crew of three sea elves to guide the hippocampi and fire the ballista. The chariots have large fins on the side which act as stabilizers.

This unit may use Split-Fire [10.5] and Pass-Through Fire [10.6] BATTLESYSTEM™ rules options with its ballistae. However it should be clear that the chariots cannot charge into another unit and split-fire during the same game round. If the unit has been using split-fire, it must spend one round to reload.

Zebulah rides in one of the chariots. If at the beginning of the round he becomes a Hero, he may cast spells as his chariot moves.

Extra Playing Pieces: for the DM's convenience, more playing pieces are given on the counters sheet than are needed for play, notably extra Sea Elves and mermen, and four sea slug cavalry counters. These are not originally included in the battle rosters, but they may be used to replace lost counters or as reinforcements if the DM feels the players lack experience in this type of battle.

The sea slug cavalry are Sea Elf rangers mounted on sea slugs. This unit's rangers have all abilities and bonuses described for normal rangers. They gain a -5 bonus to AR when attacking hobgoblins.

The unit's commander always fights as part of the force. Use the same scores as Riverwind. The unit will only enter the battlefield through one of the passes, only after the sea dragons have entered. The players may hold off the rangers' arrival as long as they want, without penalty. The rangers could be used to help the party escape from the city, should the elves lose the battle.

The sea slugs swim at 12″ per round. Although they are slow compared to other sea creatures, they resist fatigue better. During the battle, the sea slugs can force march with a -2 bonus to their ML checks.

Dragonarmy Alliance

Night Hordes: The lacedons are not affected by *dragonawe* or the King of the Deep's roar. The lacedons do not check morale for losing troops.

Death Squad: The sea hags are not undead and the King of the Deep's roar will affect them. The sea hags roll for morale as normal unit. The death squad is a mob unit.

1st Sea Dragon Wing: This unit is composed solely of dragons. These dragons must remain as one unit.

Their natural leader is Darktide, an old sea dragon. Darktide has agreed to fight with Gildentongue to rid Istar of the Sea Elves and steal their treasures. However, if Gildentongue is destroyed, he will retreat. Darktide can cast *invisibility* twice per day, and *ESP* at will. All the sea dragons can use Scaly Command (see Special Rules) and radiate *dragonawe*.

Highmaster Toede: The hobgoblin does not normally breathe water. He wears a permanent *airy water* spell around his head. Until *dispelled*, Toede's bubble will enable him to breathe and talk normally. Without the bubble, Toede will immediately drink his *potion of water breathing* and attempt to swim to the surface with or without his mount, Hopsloth.

Kaal of the Pit, and **Howwan**: These two creatures are Heroes under the mental control of the King of the Deep. Their first task is to seek out the party and destroy them. Howwan and Kaal of the Pit will remain together until the end of the battle.

Do not place the two creatures in one specific location at the beginning of the battle. Instead, if all the PCs are together inside the buildings, there is a 10% chance of meeting them each Game Round. If at the beginning of Game Round 6 the PCs are out of the buildings, or scattered, The King of the Deep will instruct the two creatures to act as independent Heroes. The two monsters may be located anywhere within 20″ from the Pit. Their mission is to attack elven leaders or Heroes whenever possible, or to cause the elven troops to roll morale checks, using their special abilities. If the leader of a unit does not face Howwan as a Hero, the troops are faced with a foe they cannot harm.

Ending the Battle of Istar

If the elven army wins the battle, they will realize the importance of forming a potent undersea army to deal with the growing Dragonarmy's menace in their world. The party is acclaimed to be Heroes and may stay as long as they like (see Event 48, "Leave Taking").

If the elven armies lose the battle, remnants flee to warn the other undersea nations. This will cause the creatures of the sea to build up their forces to ensure the dragons do not take over their world. As far as the party is concerned they have two ways of leaving Istar. PCs who were with elven troops should be allowed to flee through one of the mountain passes. Otherwise the party may hide in the buildings and eventually discover a way into the secret tunnel leaving Istar to the east. Later, fugitive troops from Istar should meet the party and help them back to any coast around the Blood Sea of Istar.

Special Undersea Rules

Sea Movement

All PCs move at ground level unless they have inherent magical or swimming abilities. BATTLESYSTEM™ rule [15.1] applies only to chariots. Creatures with inherent swimming abilities can change altitude or turn without penalty. Heavy equipment like chariots have a Maneuverability Class of C.

To change altitude, the moving unit must deduct the difference in altitudes from its movement allowance. There is no penalty or bonus for going up or down.

By-Pass Movements: Within the same altitude range (ground, low, medium or high level), one unit of small or human sized creatures can attempt to swim past another of that same size, either right under it or above it. By-pass movement cannot be used over or under large creatures, or a unit in double formation (see combat rules)

The by-passed unit may intercept the by-passer. Roll initiative for the two units If the by-passed unit gains initiative, melee occurs, otherwise the passing unit swims past

Movement Inside Buildings: All the buildings are interconnected, so hidden unit or Hero movement is possible. The DM will have to monitor this

At any location a unit or Hero has a 25% chance of finding a doorway. When a door is located, mark the location If there is no door, the unit or Hero must move at least 6" away, before it can try again Doors can be searched for at ground level or on building roofs (low altitude). There is a 10% chance that a unit inside a building can find a tunnel that crosses beneath an avenue. If no tunnel is found the unit must move at least 12" before searching again

It takes one full round for a unit to enter a building. The movement rate in buildings is 9" for all units To exit, the unit must find another door

The round the unit exits into a street, it is in broken formation (just like rallying from a rout). On the next turn it can adopt a combat formation and move

A unit that entered a building may barricade the entrance, provided it stays at the entrance for at least two rounds To break in only has a 15% cumulative chance of success per round. No combat can occur inside the buildings except for Hero battles. Chariots and cavalry cannot enter buildings. The same applies to large monsters such as sea serpents, sea dragons and the King of the Deep Hopsloth can crawl into the passages but fights at -3 to hit inside

Formations

Ignore rule [15.2] on Formations for creatures with inherent swimming abilities. Shield Wall formation [11 6] still applies, but Set Spears/ Pikes [11.7] is no longer possible, unless the unit is at ground level

Double Formation: This new formation is only possible underwater and with troops trained to fight in an aquatic environment

A double formation means the troops form a vertical defense rather than a defense in depth. The troops are positioned one atop the other, rather than one behind the other

A double formation may be either in open or closed configuration. To pass from a regular closed or open formation to a double formation, the unit must spend 1/3 of its movement allowance. The double formation prevents other units from swimming past. The double formation also enables both layers of figures to attack a regular formation unit, thus doubling the attacker's damage potential in melee. Only two figures can be stacked

Sighting

Light in Istar is very poor. The party's vision is limited to 6", either with a magical light source or with infravision. Within buildings, the party has normal sighting ranges

All of the underwater creatures have a sighting range of 20". This is due to their keen hearing, smell, and sensitivity to vibrations. This is especially important when dealing with dragons: a sea unit cannot see a dragon at more than 20" and therefore is not yet affected by the *dragonawe*.

Troops that are out of sighting range can be spotted as a vague moving mass. Only the importance of the mass can be estimated. The exact troop numbers, their type and armament can only be determined within sighting range. When troops entering the battlefield are out of sight of all the players' units, just tell the players the location of an unidentified mass Place a few counters on the table to indicate the shape of the unidentified unit.

Spell Casting

Spell casting underwater is significantly modified. Rules are defined in the DMG, page 56) Any spell casting by underwater creatures is limited to a 20" range

Combat

The bonus for attacking a unit from above still applies in the water, but missile-using units should not treat short range as medium or medium as long.

Creatures with fins do not qualify as creatures with wings and thus should not be forced to land if damaged.

Bombing [15.4] is inefficient unless using harpoons, nets, or javelins.

Fish Units

Fish units are considered autonomous: They do not require a commander and do not qualify for the -1 combat bonus for a commander fighting as part of the unit. Fish units have an instinctive self-command

Once a player decides which unit to attack with the fish, the unit must continue attacking until the target or the fish are destroyed, or until the fish fail their morale check If the defender flees, the fish will pursue them.

Figure bases for normal fish units should be the ones used for small creatures (1/2"). Provision must be made for uncommon shapes and sizes of fish, however. The manta rays, for example, would require a large base size because of their huge wings

Scaly Command

Sea dragons have the ability to control normal fish within a 20" radius Any fish unit that comes within this range must immediately make a Discipline Check. If it succeeds, the fish unit turns away and remains out of the 20" range. If the Discipline Check fails, the fish unit comes under the control of the sea dragon. (Fish units must make one Discipline Check per individual dragon every time they are in range).

This power is limited against the dolphins which are mammals rather than fish with scales. Dolphins will automatically save against the dragons' powers but will seek to stay away as other fish

Dragonawe

The awe of the dragon only affects those who can see the dragon.

Units that are forced to make a Morale Check due to the *dragonawe* must only make one check per individual dragon for the entire battle. Once a unit saves versus a certain dragon, it need not check its Morale again. Mark on the unit's roster against which dragons the unit has successfully saved

Underwater Nets

Some units wield hooked nets Roll for damage normally, but instead of removing casualties from a unit, treat the affected figures as immobilized. One humanoid figure can free another in two rounds if it does nothing else. Any trapped figures have a 10% chance per round to free themselves

The hooks cause 1 HD damage per trapped figure. While trapped, figures are considered AC 10 and cannot fight

The net can only be used against figures at the same level (must be touching the attacker), or against figures directly below the attacker Each unit has one set of nets. Once this attack has been performed, they are gone. Throwing or dropping a net is considered a missile attack, but it can be used in melee

Chapter 10: Friends in Need

Event 44: Leave Taking

If the sea elves were victorious they will praise the PCs as heroes and throw a grand party of the generals, feasting on strange dishes of the deep. The PCs may stay as long as they like, but the rumors should motivate them to move on. The elves will aid the PCs to gain any needed supplies. Apoletta gives them a carved shell with a pledge of alliance to the leaders of the free nations.

If the elves lose, scouts will find the fleeing PCs and take them to the elf leaders in exile. These leaders feel the PCs failed their duty, but have a debt of honor they will fulfill by aiding them to return to the land.

Elven scouts have learned several things that might prove of interest to the heroes.

—The body of the master of the Koalinths could not be found after the battle.

—The dolphins report that the PCs friends were "rescued" by the Reaver. The villain fed her crew to the fish.

—Fish report a strange man with a glowing stone in his chest who walked beneath the waves. The fish were frightened by the strange creature or would have turned him from his path which lead straight to the shore of Mithas, isle of the bullmen!

—And good news their craft did not sink, but was flung out of the maelstrom and was last seen drifting toward Karthay. The heroes must decide where they will go.

There are two ways you may get the PCs to their goal. First, you may allow them to journey undersea crossing volcanic mountain ranges and mud flats, over trenches, through kelp jungles and up coral reefs. You will have to create any adventures they have on the way there. Or several of the Dargonesti in dolphin form may carry the heroes to the shore of their desire.

Event 45: Pirate Hold

At the pirate port of Kalpethis (42), the heroes are welcomed with awe at their tale of marvel. They will be brought drinks and dry clothes. If the PCs mention Maquesta or the Perechon, there will be chuckling, and some will note that she'll be glad at word of their arrival. The pirates will escort them to her.

Maquesta is in a building dug into the cliff face. With her are Fritz and a badly beaten Kof (half hit points). Maq will look up in surprise with a half grin. Then with a snarl she will spring at them and throw them aside, but with a guffaw, the door will be slammed, locking all into the room with her.

After some biting remarks, Maq will calm down and explain what has happened. Her rivalry with Mandracore has come to a head. But he made a mistake in bringing his prize back to Kothas to show off before he killed them. She has strong allies in town, and Mandracore had been forced to agree to a Trial by Arms if Maq could find some champions in seven days. Her time was about up and none of her allies has been willing to commit.

The heroes look like they are being forced into the role. The rules are simple. Two equal teams of six or more are assembled. They enter a ruined town cupped in a narrow valley from opposite sides. The winner is the one who walks out alive. There is added spice to this game, if Maquesta wins she becomes the new chieftain of the pirates. However, she expects Mandracore to cheat, now that he must fight. The heroes will be allowed any gear they own except magical wands.

The Battlefield: You should create the battle site using the outdoor ruins or city geomorphs. Next place these eight encounters somewhere on the map:

1) 6 covered pits (10' deep; Dmg 1d6)
2) 2 crumbling walls (may push over; Dmg 2d6 if fail to save vs Petrify)
3) 1 chasm (20' deep, bridged by a log)
4) 1 geyser (erupts every 2nd turn; Dmg 2d6)
5) 1 dust cloud (10x10 yards; explodes when ignited; Dmg 3d6)
6) 1 patch of oil (30x10 yards)

Both teams may discover these features while exploring during the battle.

The Foes: Mandracore's team will seem equal in size to the party's but he will cheat and has planted several reinforcements.

Mandracore—see NPC card
Karllung—Illusionist, use Wizard NPC card
Slig Champion
2 Ogre Chieftains
The rest are Pirate Warriors.

There are 3 Warriors and a Spotted Lion already hiding in the ruins. Also in the area are 4 minotaurs, who are fighting because they are fearful of Mandracore but may be convinced to betray him.

Foes' Tactics: Mandracore's philosophy is to divide and conquer, using the chasm or the crumbling wall to split up the party. His team can use 3 secret doors, placed before play. Mandracore will use decoy and ambush. He may even have Karl use his [improved phantasmal force] to make the PCs think they have defeated all of his forces.

Special Rules: To climb onto roofs or into building rafters requires a Dex check. To hide successfully requires a Wis check.

If the party should win Maquesta is awarded the chieftainship and her allies will flock to crew her new ship. Should Maquesta hear of the Perechon or Berem, she will want to set out immediately to rescue them, insisting on a raid on Mithas first, as she hears Lendle is also there.

Event 46: Welcome to Mithas

This event may be played two ways: one if the PCs travel here directly, and a second if Maq brought them from Kothas.

It should be clear to the PCs that they are entering unfriendly territory and cannot just expect to walk in and have their demands met. Their best bet is to sneak into town under the cover of night.

If the PCs try to sneak into town they can grab a human slave or a minotaur guard to try and gain information on the whereabouts of their friends. The character will either be terrified or defiant but the information that they might find them in the gladiator pits of the Arena may be gained.

The Arena is guarded by many minotaurs. Eventually an alarm will be sounded and they will face the minotaur patrols below.

If they walk into town, have a patrol of 10 minotaurs try to arrest them, with 8 more arriving each turn after a fight starts. They will use nets to capture characters. Anyone arrested will be striped of their gear and taken before Chieftain Chot.

Chot Es-Kalin is the chieftain of the minotaurs, see his NPC card. At his court are a squad of 12 Baaz, 8 Bozak and an Aurak leader (Gildentongue if still alive) who are negotiating further details of an alliance. Also his own bodyguard of 8 minotaurs.

Chot will ask what their mission is. If PCs tell him, he will note that though he usually doesn't deal with humans, he is a sporting sort and would be willing to give them what they want if they can succeed at a little contest he has in mind. If they refuse, he will relegate the weaker PCs to being slaves and the stronger ones to the Arena.

The Aurak will be smooth tongued and glib, chuckling at the heroes fate, but whispering to Chot that he should not underestimate them.

A patrol of 16 draconians, led by a minotaur will take the PCs off to prison for the evening. As the heroes are herded into their cell, one of the Bozak will wink at them and hiss that they never can tell who their friends might be.

Event 47: Reunited

In the cell already is Lendle Chafka, his nose red from a bad cold. If Maq did not bring the PCs, she and Fritzon are also prisoners here.

Maq will share the story how she, with the help of some allies defeated the Reaver. Then she sailed here with a new crew, Kof and Fritz to rescue Lendle and Berem. Unfortunately she ran into a bit of bad luck. Kof is on the ship anchored in a hidden cove

Berem is not here Lendle tells a long story of how he was fished out of the sea by minotaurs and brought here as a slave Berem was already here somehow. He seemed to get buddy-buddy with a draconian and concocted some tale of knowing the way to a fabulous treasure on ruined Karthay. The minotaurs bought the tale and hauled Berem off to lead them to it.

While the party is comparing stories, there is a commotion at the door. The door opens and a minotaur guard hauls a veiled lady in hissing and spitting at him, swearing in Solamnia. Next a tall quiet man is roughly shoved in. He goes to the lady and tries to hold her back. The Aurak peers in the door and hisses, "Your fate shall be the same as these wretches Lady." Then the door is closed

These two are the Lady Lengstrien and the Blue Wizard. They will at first be haughty and unapproachable, but as the evening wears on the Wizard will apologize for his Lady and will talk with them See the NPC cards

The night will pass uneventfully. There is no chance for escape for the door is triple barred from the outside

Event 48: Maze of Death

The next morning all the prisoners are fed a breakfast of gruel and then they are led off to the Arena. Lendle is separated from the group

A haughty Chot explains the rules of the contest He shows them Lendle hanging above a spiked pit by a rope tied around his hands overhead. Chot holds a snarling rat by the scruff of his neck. What he is going to do is drip pig blood on the rope where it is tied to a post and then set the rat free. He figures they have about 30 rounds to make it through his little trapped maze and grab the rope before it is gnawed through. If the PCs succeed, they will gain their freedom, if they fail, their fate will be the same as Lendle's. He will start the contest with a trumpet blast Lendle looks very desperate

A squad of draconians will lead the PCs down some stairs and to the start of the hidden maze. They are handed a half hour glass Just before they are locked in, one Bozak will whisper to a PC that he left them some weapons inside The PCs will find all their gear piled at the start of the maze

The characters have 3 rounds to get ready and actually have 35 rounds to complete the obstacle course that lies before them. Lady Lengstrien and the Wizard are left with them and will help them win or lose despite their own motives. The course has 8 obstacles

1. Blades: Three blades scythe across the corridor ahead (Dmg 1d8). Their swing is synchronized every 2 rounds. PCs may either run past in groups of 3 making Dex checks. Or the blades may be jammed. On the other side is a lever that will stop them for 1 round.

2. Juggernaut: In the 200 yard long hall beyond is a spiked bridge over a pool of acid A living juggernaut rolls out of a secret room behind them (HD 20; AC 0; MV 9", THAC0 10; Dmg 3d6; hp 100). As the juggernaut chases the party, the bridge slowly raises on their side. To leap the bridge across the 10' pool takes a Dex check. The acid damage = 1d8/round. Or someone may leap onto the juggernaut (Dex check -2 and blind the creature which will crash into the pit and then may be used as a bridge

3. Chimney: Here is a narrow 50' tall rock chimney that must be climbed (Dex checks). Only 1 character per round can climb the chimney.

3. Shaft: Here is a narrow 30' deep shaft To climb down requires a Dex check per person and takes a round each. The room below holds 5' of water and may be jumped down into for only 1d6 points of damage (2d6 if a Dex check is failed. Four characters can jump down each round

4. Flooding Room: When the false door to the pool chamber is tried, it will begin to flood with water. There is a sealed trapdoor under the water that may be opened with a total of 25 Str points Swimming PCs must make Con checks each round or suffer 1d6 points of damage

5. Shark Pool: When the trapdoor is opened everyone will be sucked down a sluice that spins and turns for 1 round and empties into a 50' wide pool. PCs must make Con checks or will be stunned for 1 round. There are 2 bullsharks in the pool. A passage leaves the room from a ledge on the opposite side

6. Missiles: Up a flight of stairs is a room with a checkerboard pattern. There are holes in the right wall. Each of the black spaces in the first row will trigger 6 arrows to be fired (THAC0 12; Dmg 1d6). The rest of the spaces are clear, but every space in the last row will also fire 6 arrows. The spaces are 5' wide and may be leapt with a Dex check

7. Chasm: Time should be almost up. The party's path is blocked by a 15' wide chasm. A rope is tied to the base of a pole on each side It takes 3 rounds to cross the rope, or this end may be raised and a character could slide to the other end in 1 round

8. Last Dash: About 100 yards lie between the edge of the chasm to Lendle, it takes 1 round to cross If the PCs are too slow, Lendle falls but manages to grab onto the edge for 3 rounds. The pit damage = 5d6

Chot will be pleased with the heroes' victory, and with a nasty chortle inform them once all have arrived that they will make excellent gladiators for future battles in the Arena. He has no intentions to let them go.

At this point a Bozak steps forward and protests that this is unfair, the PCs won. Chot and his guard of 8 minotaurs, 3 Baaz and the Aurak, will be bemused, laughing at the creature's foolishness. To everyone's dismay the Bozak seems indignant and says that he guesses he'll just have to take actions into his own hands. To everyone's amazement he undergoes a transformation into the bronze dragon Clarion and attacks.

In the following chaos or after the battle the heroes may flee to the safety of Maq's boat The lady and her wizard will be anxious to go with them. You will have to create any encounters they will face in their flight. Clarion should escape after he has made sure that the PCs get away.

From here the heroes journey should lead them to Karthay and the first event of the next chapter. You may use a sea event on the way there

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Chapter 11: A Hidden Refuge

Event 49: The Wreck of the Perechon

Riding at anchor in the bay is one of the small, swift galleys used by minotaurs. It appears to be crewless, and several longboats pulled up on the shore seem to confirm this.

Resting on a sandbar, listing to one side is the Perechon, its hull is unbreached Only shattered shafts remain of its two masts. It looks salvageable with a little effort

If the PCs had the sea elves bring them to Karthay, they will see Maquesta's borrowed ship sail into the harbor With her will be Fritz, Kof and Lendle, plus Lady Lengstrien and the Blue Wizard. Maq can share the tale of slaying Capt. Mandracore and becoming chief of the pirates, Event 49. She will also note found in Event 49. She rescued Lendle and his two fellow prisoners from the minotaurs.

If the PCs first visited Mithas and rescued Lendle, the Lady and the Wizard, they will meet Maq, Fritz, and Kof here having followed a mysterious minotaur galley heading north

There is no one on the minotaur ship. A trail seems to lead in land.

Event 50: Night Fires

After a day's journey this encounter occurs.

About evening of the first day, you sight some campfires. Approaching cautiously, you find a minotaur camp. Sailcloth tents have been built as shelter from the wind and fires are ringed with stone. The minotaurs become uneasy as the evening darkens

This camp has 13 minotaur, though the full number is not readily apparent. They do not like this haunted land and are easily panicked This group is waiting for their chieftain and his guards and Berem to return from the ruins. There is a 20% chance each turn that anyone sneaking into camp will be discovered. If attacked, the minotaurs will rally around the campfires. If things look grim, they will flee. Should they reach the bay, they will sneak out to the pirate ship and cut its anchor so that it runs aground. Then they will wait for the return of the party

In the camp are 3 casks of mead, 50 days rations, and a sack of 100 steel. One minotaur has a worthless treasure map to Misty Island

If the party attacks, Lady Lengstrien and the Wizard should help, possibly saving someone from a sneak attack.

Event 51: Doom from Below

On second day of travel inland this occurs.

Sand and locusts have stripped the land bare. There is only an occasional sand lizard, the size of a stag, striding across the dunes. You have just encountered one of these beasts basking. He stares at you, licking his reptilian lips. Suddenly, he raises his head looks around. Then in a flurry of sand he digs into the ground burying himself

The sand lizard was responding to the approach of a giant sand worm. If the characters pay attention, they will feel the ground tremor and might even sight the telltale wave of sand rippling to one side. The sand worm (use the sea serpent's statistics) will erupt in the midst of the largest group causing all to make Dex checks at -2 to stay on their feet. Any crew members are treated as having Dex = 12.

The Lady should appear a likely target of the worm so she can be saved. She will express her thanks and admiration through the wizard

A mile further, the characters will find the remains of three minotaurs, earlier victims of the worm. There is no sign of Berem.

Event 52: Subterfuge

On the evening of the second day, you sight a tower standing on a steep hill several miles away. Lendle Chafka, the gnome, is excited and says that it is of gnomish design. What treasures might it contain he wonders

Camping for the night, Lady Lengstrien goes off to "meditate", while she actually contacts the Queen of Darkness to scry Berem's location. Later she will hold private counsel with the Wizard. This is their plan.

The Dark Queen confirms that Berem is nearby. The Lady and the Wizard desire to delay the party, while they go capture Berem To this end, when the party approaches the tower, the Wizard will cas *improved phantasmal force*, showing Berem entering the tower. To do this, the Wizard will ask others what Berem, looks like. There is a 20% chance that one PC will notice something odd

The Lady will stay at the front of the party while the Wizard moves slowly to maintain the illusion. They want to lure the party into the tower and activate its automatic defenses trapping the party while they escape

Event 53: Chafka's Tower

The tower is five stories tall (90'). Each of the first three floors are 20' tall and the last two are 15' tall Like all gnomish machines this tower is full of gears, pulleys, wheels, bells, and levers without purpose

Every machine has a chance (on 1d10) to malfunction, noted as (M#). Whenever an item is used, roll for malfunctioning, and if one occurs check below for the effect.

Roll	Effect
1	Mechanism too fast, snaps shut on PC (Dmg 1d4; AC 4; hp 50)
2	Mechanism too slow (Crash 1d6)
3	Mechanism stuck, restarts suddenly 1 chance in 6 each round
4	Mechanism too strong, moves item twice as far as needed (Dmg 2d6)
5	Repeats action rapidly
6	Smoulders & Smokes, obscures vision
7	Red Hot, treat as *heat metal*
8	Breaks so it can't be used

Whenever levers, wheels or buttons are toyed with use the following table for effects.

Roll	Effect
1	Jet of steam (Dmg 1d6)
2	Noise sounds
3	Something breaks off
4	Clothing is caught by machine
5	Something starts up
6	Something flies across room
7	Sparks
8	Oil pools; may ignite with sparks

Each floor is linked by a series of stairs and catapult/slidepole shafts. The stairs will vanish or become traps when the alarm is activated. Each shaft (M2) only works one way, though a lever may change its direction To go down, one slides down a pole. To go up, one grabs the pole and is launched by a hydraulic catapult. If a shaft goes 2 levels, there is a valve door in between that should slide open when approached. The poles are greasy and require a Str check -3 to stop from sliding.

There are several automatons in the tower which perform various duties. They all have the same stats (AC 0; MV 15"; THAC0 10; hp 50)

C1. Entrance: The tower entrance is on the third level and is reached by climbing a series of collapsible stairs up the wall. The door is featureless metal with no handles. There is a bell chain hanging to one side. If the chain is pulled, there is the sound of clanging snap-

ping metal and one door opens outward, wide enough for a kender, and stops The hinges are badly rusted and will snap if pulled with a total of 35 Strength points or more. All PCs pulling must make a Dex check or suffer 4d6

C2. Entry Hall: This hall is lined with metallic pillars and a door to the right is ajar. Trumpets, cymbals and bells will sound whenever anyone talks. After the alarm is sounded, if a character gets close to a pillar (M3), it sprouts tentacles and tries to seize an item. The item is then passed to by pillars and dropped through a slot into STORAGE.

C3. Moving Stairs: Here is a mechanical stairway the moves upward (M4). Anyone stepping on the stairs is swiftly lifted to the next floor If the alarm is sounded, these stairs move at high speeds and none can walk down them. If they break, a mass of twisted metal will block the shaft.

C4. Cellar Shaft: This shaft leads down to Level 1. The shaft seems to end in a metal plate one floor down, but this is a valve. When the valve snaps shut it will cut ropes

C5. Machinery Room: This room is filled with a jumble of noisy, shuddering machines. Shaft "b" leads up to Level 4. These machines steam driven by subterranean heated waters

Destroying machines results in scalding steam (Dmg 1d8) and a +1 to malfunction chances

There is a trash chute near shaft "b". An automaton appears to pick up anything falling down the chute and throw it into a furnace (2d6 points per round).

C6. Arrowslits: This hallway is lined with arrow slits. When the alarm is activated, a crossbow bolt fires every time someone passes a slit (THAC0 14)

C7. Ramp Stairs: These are stairs up to Level 5. When the alarm is activated they turn into a greased ramp when stepped on and characters slide down into a 10' pit of goo (1d6)

C8. Kitchen: Shaft "b" comes up from Level 1. There is a trash chute here. When entered an automaton activates and starts to throw flour everywhere. After a while it will chase characters around with a pepper shaker. There is a fireplace here with a small chimney.

C9. Dormitory: When the door to this room is opened an automaton will burst out of the closet and attempt to catch characters and dump them down the trash chute in C8

C10. Study: This room has a small table and stool of metal and a shaft leading down to Level 2. Diagrams litter the table. Lendle finds them particularly interesting and can't seem to take enough along Under one table is a metal chest with a rusty lock. There is a note attached saying, "Lost key, but press on side and will open." There is a hidden button on one side, but when pressed, a small spring breaks out. The lock has AC 0, hp 8.

Inside the chest is an iron cobra (AC 0; HD 1; Dmg 1-3 + poison; THAC0 18; hp 4). The years have diluted its poison so it causes a *fumble* effect for 1-4 days. The chest holds 3 pearls worth 250 steel each.

C11. Workshop: This room is full of noise. A conveyor belt feeds through one wall into the laundry. Shaft "c" leads down from Level 4, while shaft "d" leads up to Level 5. There is a valet automaton here It will do one of two things: seizes characters and locks them in an guest room or throws character onto conveyor.

C12. Guest Rooms: Empty; metal door (hp 30).

C13. Laundry: Laundry is fed into a hot pool and beaten by a water wheel (1d4/round) Then it is lifted out and dumped into the drying room. PCs thrown in will knock a box of soap in the water, and suds will fill the room

C14. Drying Tunnel: Upon entering this room a gust of hot air buffets the PC. Make a Dex check or stumble into the drying tunnel. This tunnel spins and hot air buffets the character Con check each round or take 1d4 points. To escape the tunnel requires a Dex check at -2

C15. Quarters: This is a bedroom. A shaft leads up from Level 2. There is a metal ladder up to a trapdoor in the ceiling. There is a fireplace with a large chimney on one wall Behind a curtain is a narrow closet, when someone steps inside they are instantly drenched with icy water

This shaft has a valet function and works whenever used. Roll 1d4 for effect.

Roll	Effect
1	Metal hands pull off boot and stick a nightcap on feet, cannot get free of pole without help
2	Metal hands tear off belt and shove slippers into mouth
3	Metal hands slides gight shirt over body and pole
4	Metal hands rip off clothes, stick a pipe and brush in mouth and douse with cold water. Then throws victim onto broken bed (1d4)

All garments pulled off victim are thrown down laundry chute. Chute is too steep to climb. The ladder becomes red hot if the alarm rings.

C16. Den: There is a draped stone table here. Beneath the cover a crystal hemisphere is fastened. It works as a *crystal ball* when the command word "Chafka" is spoken. This is Lendle's last name and he may talk to himself. The PCs will be able to see where Berem is

C17. Watchwalk: This place is harmless until the alarm is activated. Any ropes thrown over the side are cut. The metal walls are -50% to climb and strong winds will cause any flying or levitating to save vs Petrify each round or crash into the wall for 3d6 points of damage. The door will cause 1d4 points of shock damage each time it is touched. It requires a total of 25 Str points to open.

C18. Rooftop: On the rooftop is a garden a bell, a flagpole, a chimney and a trapdoor.

The garden is overgrown and has strangle vines and giant puffballs that explode into a *stinking cloud* for 1-4 rounds on a loud noise.

The bell is the tower alarm. When rung it will activate the defense mechanisms and lock all of the doors

The flagpole is rotten. If it is touched it will topple causing 1d8 points of damage.

The chimney is big enough for a kender

Event 54: Betrayal

When the party reaches the top of the tower, the Lady insists that she sees someone hiding in the garden. While this is being searched she will stumble and ring the alarm, activating the tower's defenses. While all rush about to see what is happening, she and the wizard will withdraw from the party

> Alarms ring, bells chime and horns hoot. Above it all comes the sound of a mocking laugh. Lady Lengstrien and her wizard have retired to one edge of the roof and it is she who mocks the party. "The time has come to end this charade," she says. With a gesture from her dainty hand, the blue wizard is suddenly twisted and deformed. His size doubles and triples, and wings sprout from his back, till there perches a blue dragon

Lady Lengstrien doffs her veil and wig and reveals her true identity as she swiftly mounts She bids farewell to her comrades, saying that this is for the best, now none will be harmed. And before the PCs can react, Skie lifts into the air with the beat of mighty pinions

Event 55: The Gauntlet

> Dragon and booted tracks lead in among the abandoned buildings to a keep built into the side of the cliff Before stairs that descend to an open door lie the mangled claw, one by sword. Dragon tracks leave, but the booted continue.

This building is a facade for a network of chambers carved out of the mountain Within is Clarion's lair, and the refuge of Berem. The dragon's entrance is an inaccessible cave high above in the cliff The roofs of the lair are missing, but the walls and rubble are so unstable it is suicide to try to cross them.

Kitiara is hunting Berem and is only a few rounds ahead of the party, delayed by earlier foes. Clarion has retreated before her casting spells from scrolls in his defense. He has cast *clairaudience* above the ruins to watch the progress of the intruders

G1. Fire Trap: The entrance is charred and still warm from the discharged *fire trap*

G2. Broken Bridge: The hall divides, one branch ends in a collapsed passage, the other stops before a chasm with a broken bridge.

To cross the collapsed area, each PC must save vs Petrify or take 2d4 points Beyond are stairs that lead up to a windy open room Blowing grit scours the flesh and blinds, but PCs can spot Kitiara just ahead, and Berem running down a hall looking for a refuge

The broken bridge is a *phantasmal force*, there is really a complete bridge here. The chasm is 30' wide and 30' deep.

G3. Flooded Room: Stairs lead down into this room which is flooded with 10' of icy water, resulting from a melted *wall of ice*. The first PC in will see Kit across the room, leave through another raised door. If characters try to swim, they must make a Con check each round or suffer 1d4 points. To climb out requires a successful Dex check at -4.

For those who look carefully a submerged arch and stairs up can be sighted. Successful Dex checks are not needed to climb the stairs These stairs lead to a locked room. The rear of the room has a hole in the floor that drops to the hallway before G4. On the floor are the shattered bones of some poor soul and his tattered cloak. It is a *robe of useful items*, The patches it has are:

Ladder	Pit	Potion, Extra Heal
Window	Door	Bag of 100 steel
Rowboat	Pit	10 Gems (100 stl)
Dagger	Lantern	Scroll· Dispel Mag (18)
Mirror	Pole, 10'	War dog
Rope, 50'	Rope, 50'	Meat haunch
Sack	Sack	Cask of brandy
Torch	Bonfire	Caltrops, 10
Mouse	Crowbar	Wasp Nest

G4. Gas Cloud: Wet footprints lead down the hall ahead into a noxious green cloud that fills the passage This is a *stinking cloud*. It fills the hall for 50 feet. On the floor before the cloud is an empty potion bottle. Characters entering the cloud must save vs Poison or they can not move. The cloud will last for 5 more rounds.

G5. A Maze: Beyond this point is a maze of corridors that lead nowhere. A trail of water leads to a bolted door. Beyond is a room littered with rubble. In the far wall an odd hole shimmers, it is a *passwall*. The spell will fade after the party steps through. Beyond the hole is a 10' drop to a tunnel

G6. Roller Ball: These tunnels appear natural and there are no doors out. The tunnels form a circuit about 600' long Clarion will use *telekinesis* to roll a large boulder around the corridor. The boulder will circle once every 2 rounds. Characters must make a Dex check to avoid being hit for 2d6 points of damage The boulder attacks for 14 rounds. There are 2 pits at 150' from the exit. Each pit is 5'deep and can hold 3 characters. PCs in a pit do not take damage, but the rock may stop on top of it, requiring a total of 45 Str points to move.

Some 300' from the entrance is a ramp leading up. However, Clarion has cast a *grease* spell on the ramp. Characters who stand up from a fall or climb out of a pit are at -2 on their Dex check for that round

G7. Smoky Chamber: This chamber is very warm and filled with blinding, choking smoke from a *pyrokinesis* spell. The room is divided by a 10' wide river of lava, 2d8 points of damage each round stood on. There is a chandelier overhead that is strong enough to hold one character at a time and will break on a 1-2 on 1d8 if two characters use it at the same time. The chandelier is 10' overhead

G8. Muddy Slough: A *transmute rock to mud* cast on the tunnel wall has filled the hall with a muddy morass, 60' long. From cover ahead, Kituara fires crossbow bolts at the party for 2-5 rounds or until it looks like they might cross. She tells them to give up and turn back Then she continues on.

G9. Ebony Death: This narrow passage is flanked by stony stalagmites. Four lie toppled and shattered in the middle of the room. These are really *Evard's black tentacles*. There are 8 tentacles remaining.

G10. Dead End: Here the corridor branches. To the right is blocked by a *web* holding back debris. This is the way Kit went Clarion, cast the *web* to trap her, but Kit managed to corner Berem and find a secret door. She collapsed the passage to block the way. If the *web* is removed, anyone in front of it in the corridor will be hit for 2d6 points of damage (save vs Petrify for half). It will take 2 rounds to dig the passage clear.

The other passage empties out into a large roofless chamber

G11. End of the Line: This chamber is 100' in diameter. There is a cliff opposite the entrance, and 20' above the floor is a 10' wide opening. A boulder sits in the middle of the entrance and must be climbed over.

Shortly after the party enters the room, Clarion will cast *dispel magic* at 18th level on the largest group possible.

Next he will *enlarge* the boulder to block their retreat Then he will cast a *wall of fire* halfway across the chamber pinning the characters against the entrance, and slowly move the wall toward them. He will growl that at last the minions of evil are his If the characters can convince him that they are good, he will end the spell and call to them to climb the cliff

Event 56: Dragon Den

The chamber beyond the cave mouth is the lair of Clarion, the bronze dragon. It is 40' tall and 100' in diameter. Water cascades down the left wall forming a pool, and side rooms can be seen behind stony pillars. Coins litter the floor A tunnel in back leads out.

Clarion lies here dying from poison used by Kitiara. If he finds the PCs to be friends he will ask them to bring him the *neutralize poison* potion from a side room.

Initially wary, Clarion will use his *repulsion* breath when 2-3 characters climb up the cliff He will only use his last breath as lightning if the PCs continue to attack. If Clarion is helped he will help, offering his treasure for their aid. Half of his magic treasures are hidden beneath a boulder that requires total Strength of 20 to move.

His treasure includes 4,000 cp, 10,000 ep, 2,000 stl, 20,000 sp, 16,000 gp, 1,000 pp, 4 Potions: Climbing, Extra-Healing, Speed Neutralize Poison, & Speed Boots of Striding & Leaping Wand of Fire, 32 charges Scroll of Protection vs Breath Weapons (Half damage, save for none)

Event 57: Desperate Chase

> You emerge from the shadow of ruined buildings Before you towers a cliff, a narrow trail winds back and forth up its face. You can see the dragon highlord halfway up the trail with Berem in tow. At the crest of the cliff a blue dragon bugles a warning.

Kitiara is escaping with Berem! The PCs must stop her before she reaches Skie who is perched atop the cliff High winds in the valley, present a risk that any flying or levitating will crash into a cliff face. Save vs Petrify each round or take 3d6 points of damage

Kitiara is 300 yards away from Skie, and it will take 10 rounds for her to reach the top If the characters are unhindered, they can overtake Kitiara in 6 rounds, closing 50 yards each round. For every round the PCs are delayed, attacking or crossing an obstacle, Kit opens her lead by 50 yards

Skie will attempt to delay the characters by dropping boulders (2d8) starting at -8 to hit, but gaining +1 every round the PCs climb He will cast spells when the party gets in range. On the third round that the PCs climb Skie will breathe lightning once on the cliff to cause an avalanche (3d8, save vs Petrify for half). It takes 2 rounds to cross the rock slide

One character may try to ride Clarion in the high winds. He may only use one handed weapons, and when attacking from dragonback, must make a Dex check or slip. If a character slips, he must make a Str check to pull himself back up; if he rolls a 1-4 he falls. Clarion has only one breath left, and has 30 hp. It will take 4 rounds to reach the cliff top He will not pursue Skie if he flees

If Kitiara takes 45 points of damage, she staggers and Berem wrenches free. But stumbling, he pitches off the trail and falls to his death. Kit will be rescued by Skie

If Kit reaches the top, it takes her 2 rounds to mount and fly away. Should Kitiara escape with Berem they will fly out to sea. There, Kit or Skie, due to apparent wounds from fight, falters and Berem wrenches free and plummets to his "death" in the sea

Event 58: A Farewell, for Now...

Once Berem has died or Kit escapes, she will return for one last taunt from dragonback

> So fate, has turned its back this time? Well enough! Be glad that I have no further quarrel with you. You are worthy opponents, why not join me? Together, we would be invincible! I await your answer when next we meet again. Farewell! For now .

Epilogue

The adventure may end in different ways depending on the outcome of the final chapter. You will have to create the mood of victory by making it seem that the party's actions caused the success and not the hand of the gods. The following event occurs after Kitiara exits

If Berem fell to his "death" at the base of the cliffs, one of the PCs will see that he still moves, if but feebly. Encourage the PCs to believe, that if they move swiftly and cure Berem he will yet live

If Berem fell to his "death" in the ocean then this event occurs when they return to the Perechon Dolphins leap and cavort in the waves. One is Apoletta, and she will try to get the PCs to meet her in an isolated place where the others can not see her change shape. She saw Berem fall, and sent some fish friends to see if they could help. If the characters desire, she will have the body brought to them.

To everyone's dismay, when Berem is brought he is found to be barely alive and can be saved if the PCs cure him immediately

If some other ruse was used to save Berem then he remains alive and well.

Once Berem is saved, you should give the PCs a chance to rest and plan what they will do next. If the characters are to continue on and play DL13, *Dragons of Truth*, then either Apoletta or Zebullah, or the bronze dragon Clarion, counsels the PCs to seek out the King of All Good Dragons. If they can find his domicile and prove themselves worthy, he may advise them how they might yet defeat the Dark Queen's plans. The King lives in a place called, Glitterpalace which is many places and none The best starting point is to seek the Earth Dragon, the keeper of the secret to the Gate Legend last mentions his appearance on an island far to the north

If the characters do desire to continue on they may wait for Maquesta to complete repairs on the Perechon (3-18 days), then she will transport them as far as Port Kalaman where they can hire another ship Or they may appeal to the sea elves to let them drink the *elixir of water breathing* and have them take them to a shore near Kalaman

If the PCs choose not to continue on, they will find plenty of adventure exploring other ruins, helping Maquesta invade the minotaurs to carry off their treasure, searching the secrets of the deep sea, or helping the rebels harass the Dragonarmy

The characters have survived their most difficult ordeal. From here, victory is but a short journey, if they prove worthy

Dragon, Amphi

FREQUENCY: *Rare*
 # APPEARING: *1d4*
ARMOR CLASS: *5*
MOVE: *6"/#18"//12"*
HIT DICE: *7*
% IN LAIR: *50%*
TREASURE TYPE: *F*
 # ATTACKS: *3 or 1*
DAMAGE: *2-5/2-5/3d6*
SPECIAL ATTACKS: *Tongue/Spit*
SPECIAL DEFENSES: *Acid Warts*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Very*
ALIGNMENT: *Neutral Evil*
SIZE: *L (25 ft long)*
PSIONIC ABILITY: *Nil*
XP VALUE: *825 + 8/hp*

This creature is a unique crossbreed between a green dragon and a sea dragon. Though it bears some of the identifying features of a green dragon, it looks most like a giant toad with a tail and small vestigial wings. This beast cannot fly and moves awkwardly on land. However, it can leap a distance of 18" or a height of 6" once every other round. It is amphibious and can swim and breathe water.

An amphi dragon possesses all normal dragon abilities. It can detect hidden and *invisible* creatures within 7" and has infravision (60-foot range). It also radiates *dragon awe* while charging.

It has the ability to change the color of its skin to match the surroundings. If it remains still while camouflaged, it is undetectable 80% of the time.

An amphi dragon can attack with two fore claws and a bite. It may also project its tongue up to 40 feet to capture a foe. To catch a foe, the dragon must make a successful to hit roll vs. AC 10. A creature stuck to the tongue is pulled into the dragon's mouth at the end of the round. If the tongue suffers 12 or more points of damage that round, it releases its prey. A victim caught in the dragon's mouth is automatically bitten each round. If the victim reaches 0 hit points, it is swallowed the next round.

The amphi dragon can spit a stream of acid up to 6" (three times a day). The acid causes damage equal to the dragon's hit points. A save vs. breath weapon halves the damage received.

The skin of this creature is covered with ugly yellow warts containing acid. Each time a character attacks the dragon in melee, the attacker must make a Dexterity Check or take 1d6 points of damage from the acid.

Dragon, Sea

FREQUENCY: *Rare*
 # APPEARING: *1d6*
ARMOR CLASS: *0*
MOVE: *3"//9"*
HIT DICE: *13*
% IN LAIR: *10%*
TREASURE TYPE: *C, H*
 # ATTACKS: *3 or 1*
DAMAGE: *2d6/2d6/4d8*
SPECIAL ATTACKS: *Breath*
SPECIAL DEFENSES: *Nil*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Highly*
ALIGNMENT: *Neutral Evil*
SIZE: *L(30-ft. diameter)*
PSIONIC ABILITY: *Nil*
XP VALUE: *4,900 + 18/hp*

The sea dragon of Krynn resembles a giant sea turtle with a dragon's head and clawed flippers. It is awkward on land.

A sea dragon possesses all of the abilities of normal dragons. It can detect hidden and *invisible* creatures within 6". It possesses sonar that allows it to see up to 36" in the ocean. It causes *dragon awe* while charging.

A sea dragon attacks with either its two claws and a vicious bite or it breathes a cloud of steam (6"x4"x4") three times a day, even while underwater. The steam causes damage equal to the hit points of the dragon. A save vs. breath weapon reduces the damage to half.

A sea dragon can use *ESP* at will. Also it can use the ability of *scaly command*. No fish or aquatic reptile will attack the dragon, and once per day it can command all fish within 30" for 2d6 turns. Intelligent fish may save vs spell to avoid control, but if successful must stay at least 30" away from the dragon.

Elf, Sea

FREQUENCY: *Very Rare*
 # APPEARING: *10d10*
ARMOR CLASS: *5*
MOVE: *9"//16" or 30"*
HIT DICE: *2 + 2*
% IN LAIR: *20%*
TREASURE TYPE: *G, S in lair*
 # ATTACKS: *1*
DAMAGE: *1d10*
SPECIAL ATTACKS: *+1 trident/crossbow*
SPECIAL DEFENSES: *Spells/shapechange*
MAGIC RESISTANCE: *90% to* sleep & charm
INTELLIGENCE: *High +*
ALIGNMENT: *Chaotic Good*
SIZE: *M*
PSIONIC ABILITY: *Nil*
XP VALUE: *50 + 3/hp*

The sea elves of Krynn are divided into two races, the *Dimernesti* and the *Dargonesti*. Both races have webbed hands and feet, possess gills, and can breathe either water or air. Both races are also shapeshifters.

The Dimernesti (Shoal Elves) live in shallow waters in kelp beds, reefs, and shipwrecks. They have light blue skin and braided silver hair.

Dimernesti once traded with land dwellers, but have rarely been seen since the Cataclysm. They live in small family groups and hide by day. By night they may sneak ashore to raid nearby settlements for tools and other necessities. They are a cautious people, wary of strangers.

Dimernesti can change shape into that of a sea otter, but cannot use spells.

The Dargonesti (Deep Elves) live in the depths of the sea in mountain caves, ancient sunken cities, or huge seashell citadels. They are a tall, slender race with deep blue skin and hair the color of seaweed.

Dargonesti once traded with the Silvanesti House Mariner for forged weapons and tools. But quarrels with the haughty Silvanesti severed the old ties. The Dargonesti have retreated from the affairs of the surface world where madness seems to rule. Even their term for outsiders, "kreeaQUEKH," holds the degree of revulsion and distaste they feel for the surface dwellers and their scheming, betrayals, and wars.

All Dargonesti can change shape into that of their companion of the sea, the dolphin. The leaders of the Dargonesti may use spells.

Prickleback

FREQUENCY: *Uncommon*
 # APPEARING: *2d6*
ARMOR CLASS: *7*
MOVE: *//12"*
HIT DICE: *4 + 4*
% IN LAIR: *10%*
TREASURE TYPE: *Q (x3)*
 # ATTACKS: *1 or 4*
DAMAGE: *1-2 or 1d6 (x4)*
SPECIAL ATTACKS: *Fires spines*
SPECIAL DEFENSES: *Camouflage*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Low*
ALIGNMENT: *Neutral*
SIZE: *L (12-ft. long)*
PSIONIC ABILITY: *Nil*
XP VALUE: *85 +4/hp*

The prickleback is an aquatic version of the manticore. It appears to be a fishy pincushion and can fire up to four spines a round causing 1d6 points of damage each. They can fire

eight such volleys. Further, the spines have a weak poison (save at +4) If the victim should fail to save, he suffers 2 additional points of damage and is overcome with weakness and trembling, attacking at -2 to hit, damage, and +2 to Armor Class The creature has a weak bite for 1-2 points damage It is 80% undetectable hiding in sea weed

School of Salmon

FREQUENCY: *Common*
 # APPEARING: *3d6 (x 10)*
ARMOR CLASS: *9*
MOVE: *//15"*
HIT DICE: *1 each*
% IN LAIR: *0%*
TREASURE TYPE: *Nil*
 # ATTACKS: *10 on each target*
DAMAGE: *1 (x10)*
SPECIAL ATTACKS: *Nil*
SPECIAL DEFENSES: *Obscure*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Animal*
ALIGNMENT: *Neutral*
SIZE: *S*
PSIONIC ABILITY: *Nil*
XP VALUE: *18 + 1/hp*

A school of salmon is harmless unless there is blood in the water Blood brings on a feeding frenzy. Anyone caught in the midst of the swirling school is treated as if surrounded by an *obscure* spell. The school is 60 feet in diameter, and attacks everyone caught within this area, causing 10 points automatically each round. If the victim is wearing metal armor the damage is reduced by 2 each round. The school scatters once it loses half its original hit points.

King of the Deep

FREQUENCY: *Unique*
 # APPEARING: *1*
ARMOR CLASS: *-5*
MOVE: *3"//18"*
HIT DICE: *80*
% IN LAIR: *65%*
TREASURE TYPE: *A, H*
 # ATTACKS: *8*
DAMAGE: *1d6 + 7 (x8)*
SPECIAL ATTACKS: *Roar/Darkness*
SPECIAL DEFENSES: *Hair net/Regenerates*
MAGIC RESISTANCE: *60%*
INTELLIGENCE: *Godlike*
ALIGNMENT: *Chaotic Evil*
SIZE: *L (80-ft. long)*
PSIONIC ABILITY. *Nil*
XP VALUE: *23,600 + 35/hp*

The King of the Deep is a shadow-like being created from the life essences of 10 former priestlings of Istar. Their wicked minds have joined together to form this monster, but they can still animate their petrified forms to protect themselves. If these forms are destroyed, the King dissipates into nothing

The King of the Deep has the body of a fish covered with a silky tangle of hair, the head of a squid, and two monstrous pincers.

The creature is immune to all mind-related spells (i.e., *charm*, *sleep* and *hold*) and all cold-based spells. It has 60% magic resistance to all other spells. The King of the Deep can *regenerate* 20 hit points per round. It can also cast *darkness* with a 5" radius, three times a day. The creature is covered by a shadowy mane and razor-sharp scales that can snare attackers and their weapons. Each time a character strikes the creature, he must make a Strength Check to retain his weapon.

Once per day the King of the Deep can produce a horrendous roar that strikes terror in the hearts of all who fail to save vs. spells and causes them to flee for 1d4 rounds

The King of the Deep attacks at +3 with its six tentacles and two pincers. A tentacle cannot be severed When a tentacle hits on a natural roll of 20, it seizes its prey and pulls it to the creature's mouth in two rounds. If 20 points of damage is inflicted on the tentacle in one round, it drops the prey. Or a total of 30 points of Strength may pull against the tentacle and hold it back. The King's mouth is a gate directly to the Abyss. This creature cannot be *turned* by a cleric

Death Statues

FREQUENCY: *Unique*
 # APPEARING: *10*
ARMOR CLASS: *5*
MOVE: *6"*
HIT DICE: *9 + 9*
% IN LAIR: *100%*
TREASURE TYPE: *Nil*
 # ATTACKS: *1*
DAMAGE: *2d4 + 1*
SPECIAL ATTACKS: *Blinding Gaze*
SPECIAL DEFENSES: *+1 wpn to hit*
MAGIC RESISTANCE: *Saves at +4*
INTELLIGENCE: *High*
ALIGNMENT: *Chaotic Evil*
SIZE: *M*
PSIONIC ABILITY: *Nil*
XP VALUE: *1,800 + 14/hp*

These 10 figures contain the life force of the King of the Deep. They appear to be the petrified remains of men, their flesh turned to slate But they are still vessels of life and may be animated by the minds creating the King.

These 10 were priestlings of Istar, hurled by the Cataclysm across the barriers of time and space to the Abyss. There the Queen of Darkness welcomed and reshaped them. Now they serve Her purpose and reach out from the Pit of Istar to spread the reign of evil.

The death statues can only be struck by +1 or better magical weapons. They take only half damage from cold, electrical, fire, and gaseous attacks. They are immune to spells that affect the mind (i.e., *charm*, *hold*, and *sleep*)

Death statues wield mystical war maces Drawing from their link with the Abyss, they charge their weapons with a demonic energy that crackles about the maces, making them +2 to hit and damage. These creatures may hurl their maces to strike targets and then return to their hands at the end of the round

If a character looks into the hollow pits where the statue's eyes should be, he sees into the Abyss and must save vs. death or be blinded for 2d4 rounds. Blinded characters are -4 to hit and save and may be attacked at +4 by others If a character tries to avoid the creature's gaze, he must fight at -2

For each statue destroyed, the King of the Deep loses eight hit dice If the last statue is destroyed, the King vanishes forever

Skyfisher

FREQUENCY: *Rare*
 # APPEARING: *2d4*
ARMOR CLASS: *3*
MOVE: *3"/24"*
HIT DICE: *4*
% IN LAIR: *15%*
TREASURE TYPE: *L, M, N, & Q*
 # ATTACKS: *1 or 2*
DAMAGE: *1d8 + 2 or 1d6/1d6*
SPECIAL ATTACKS: *Dive/Drop*
SPECIAL DEFENSES: *Nil*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Animal*
ALIGNMENT: *Neutral*
SIZE: *M*
PSIONIC ABILITY: *Nil*
XP VALUE: *85 + 4/hp*

The skyfisher is an aerial predator It looks like a cross between a giant bat and a vulture and has long, dangling hind feet. It attacks with beak (1d8 + 2) or talons (1d6/1d6) It can dive for its first attack gaining +2 to hit and doubling damage caused

A skyfisher tries to capture prey, lift it aloft, and drop it onto rocky ground or impale it on the branches of a tree. Each time a skyfisher hits with its claws, the victim must make a

Dexterity Check to avoid the beast's grip. If a character fails his check, he is carried aloft for 1d4 rounds and then dropped. Damage from the fall is 1d6 for each round aloft plus 1d6 points of damage from impaling or smashing on stony ground. A skyfisher also drops its prey if it takes 10 points of damage

Slig (Ghaggler)

FREQUENCY: *Uncommon*
 # APPEARING: *6d6*
ARMOR CLASS: *3*
MOVE: *9"(//15")*
HIT DICE: *3 + 3*
% IN LAIR: *25%*
TREASURE TYPE: *L, M, B in lair*
 # ATTACKS: *1*
DAMAGE: *1d6 + 2*
SPECIAL ATTACKS: *Spittle 1d6*
SPECIAL DEFENSES: *Cannot burn*
MAGIC RESISTANCE: *10%*
INTELLIGENCE: *Average*
ALIGNMENT: *Lawful Evil*
SIZE: *M (6 ft. tall)*
PSIONIC ABILITY: *Nil*
XP VALUE: *110 + 4/hp*

Sligs are distant, larger cousins of goblins and hobgoblins. They have been known to ally with these races, but always take the lion's share of any reward. Sligs are 6-foot tall fanged humanoids with tough, horny, hairless skin and large ears. They are very strong Crafty and sadistic, they are believed to be flesh eaters.

Slig hides are impervious to flame and they take no damage from normal fire; they take -1 point per die of damage from magical fire

Sligs fight with heavy war clubs and large, bladed polearms such as bardiches and voulges. Their strength adds +2 to the damage they cause. Sligs may also bite with their fangs for 1d4 points of damage

All sligs have a caustic spittle that they can spit into an opponent's eyes up to three times a day. The spittle causes 1d6 points of damage and the victim must save vs. poison or be blinded for 1d4 + 1 rounds

Every party of sligs is lead by a slig warrior with 6 HD able to cause +3 points of damage. A slig tribe is lead by four warriors and a champion with 9 HD, able to attack twice a round causing +4 points of damage

Sligs tend to lair in grottoes, canyons, and barren lands. In their lair they may have 1d4 + 1 giant boars (60% chance) or 1d4 ogre allies (40% chance)

Ghaggler are a marine species of slig. They live in deep, open water and specialize in waylaying and sinking ships. They have the same statistics as land sligs

Spider, Whisper

FREQUENCY: *Rare*
 # APPEARING: *1d8*
ARMOR CLASS: *4*
MOVE: *9"*12"*
HIT DICE: *8 + 8*
% IN LAIR: *70%*
TREASURE TYPE: *C*
 # ATTACKS: *1*
DAMAGE: *2d6 + sleep poison -2*
SPECIAL ATTACKS: *Webs*
SPECIAL DEFENSES: *Jumps*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Low*
ALIGNMENT: *Chaotic Evil*
SIZE: *L (15 ft. long)*
PSIONIC ABILITY: *Nil*
XP VALUE: *1,200 + 12/hp*

The whisper spider is a rare breed. A hunter and a trapper, it weighs no more than a man despite its size. It moves so quietly that it surprises on 1-5 in 6.

A whisper spider can flatten itself against the ground and become 80% undetectable. It can jump 6" in any direction.

This breed uses lures and misdirection to capture prey, spinning its silk into a wide array of shapes It might create a false spider, a flapping banner, a filmy barrier to hide behind, or other shapes. This spider uses 10-foot-wide web sheets to trap prey and gain a better chance for the killing bite. Prey is snared if it fails to save vs. wand. A whisper spider may also shoot web strands up to 2" away to bind foes (treat as if target is AC 10)

The spider's poison causes the victim to fall into a stupor for 2d4 turns if he fails to save vs poison at -2

This spider is one of the few species that actually raises its young, carrying them about on its back.

Undead Beast

FREQUENCY: *Very Rare*
 # APPEARING: *1*
ARMOR CLASS: *6*
MOVE: *9"//9"*
HIT DICE: *12 + 12*
% IN LAIR *35%*
TREASURE TYPE: *G*
 # ATTACKS: *3*
DAMAGE: *3-9/3-9/3d8*
SPECIAL ATTACKS: *Ensnare & fling*
SPECIAL DEFENSES: *See below*
MAGIC RESISTANCE: *20%*
INTELLIGENCE: *None*
ALIGNMENT: *Neutral Evil*
SIZE: *L (20 ft. long)*
PSIONIC ABILITY: *Nil*
XP VALUE: *3,950 + 18/hp*

This beast's origins are unknown. The size of a small dragon, its bones protrude from rotting flesh. It has a great horned head. It walks on all fours, but can rear on its hind legs, balancing with its stubby tail, to bring its powerful forelimbs to bear It ribs are bare and barbed, forming a nasty cage

This creature's motives are uncertain. It seems drawn to destroy the living, but moves as if a mindless juggernaut. The beast is *turned* as a *special* monster. The beast attacks with its sweeping claws and horned head. Any character struck by a claw must save vs. death or be flung for 1d20 additional points of damage The beast may also charge its victims, trying to trample them (save vs. death or take 3d8 points of damage). Anyone trampled must also save vs. wand or be snared in the rib cage and take 1d4 points of damage from the barbs each round the beast moves

This creature is unaffected by flame and suffers only minimum damage (1 point plus bonuses) from edged or pointed weapons Blunt weapons affect the beast normally

Draconians

Draconians, or dragonmen, are special troops of the Dragon Highlords. They are more predictable than human forces and more apt to follow orders than the ogres and goblins that make up the bulk of the army. Draconians are not frightened by *dragon awe*, rather they seem to rally around the evil dragons.

Draconians gain +1 to hit when within 12" of the particular evil dragon they serve.

Four types of draconians have been encountered thus far: the stony Baaz, the magic-wielding Bozaks, the poison-tongued Kapaks, and the shape-shifting Sivaks. Sivak draconians, first encountered in DL7, *Dragons of Light*, are not present in this adventure.

The first four types of draconians have wings, but only the Sivaks can truly fly. The three movement rates given are for walking, running while flapping wings, and gliding. They can glide a distance of four times the height they launch from.

A fifth type of draconian is introduced here, the mind-bending Auraks. Auraks do not possess wings and cannot fly, but they do possess a limited *dimension door* ability.

Draconians serve many roles for the Dragon Highlords. Kapaks, wielding poison blade and arrow, are used as assassins and archers. The magic-using Bozak, wielding short swords, are used as special forces and to command draconian squads. Sivaks form the elite forces, wearing heavy armor and able to swing two-handed swords easily. Baaz are the common soldiers, the bulk of the troops. They are often used to scout as they can disguise themselves in robes. Finally, the Auraks are rare and special generals of the draconian armies. They are also used as special agents who can pass undetected among humans.

Those who have played DL9, *Dragons of Deceit*, discovered that draconians are created by corrupting good dragon eggs. Baaz are derived from brass eggs, Bozaks from bronze eggs, Kapaks from copper eggs, Sivaks from silver eggs, and Auraks from gold eggs. These are the very eggs that the Queen of Darkness swore to protect in return for the good dragons' pledge not to interfere in her war against the peoples of Krynn.

The corruption of the eggs is the work of an evil triad, Wyrllish the cleric, Dracart the mage and the ancient red dragon Harkiel, the Bender. Through arcane spells they cause the eggs to grow and its occupants to multiply. Then Wyrllish opens the gate to the Abyss, and souls of the Dark Queen's minions, the abishai, rush forth to inhabit the new bodies.

This diabolical corruption is not yet known to the heroes of this adventure, nor to the good dragons here.

Draconians are creatures of magical origin and when they are slain, the odd enchantments that formed them create spectacular and deadly death scenes.

AURAK

FREQUENCY:	*Rare*
# APPEARING:	*1-2*
ARMOR CLASS:	*0*
MOVE:	*15"*
HIT DICE:	*8*
% IN LAIR:	*10%*
TREASURE TYPE:	*K, L, N, V*
# ATTACKS:	*2 or 1*
DAMAGE:	*1d8 + 2 (x2) or spell*
SPECIAL ATTACKS:	*Spells & Breath*
SPECIAL DEFENSES:	*Save at +4*
MAGIC RESISTANCE:	*30%*
INTELLIGENCE:	*Exceptional*
ALIGNMENT:	*Lawful Evil*
SIZE:	*M (7 ft.)*
PSIONIC ABILITY:	*Nil*
XP VALUE:	*1,800 + 10/hp*

Auraks are the special agents of the Dragon Highlords. They are the most powerful of all draconians and the most devious.

In natural form, Auraks appear to be 7-foot-tall, sinewy draconians with short tails and no wings.

Auraks cannot fly, but move as fast as other draconians on the ground, moving 15" running or swimming. Auraks, however, do possess a limited ability to *dimension door* up to 6" away, three times per day at will.

The senses of Aurak are heightened so that they have infravision good to 60 feet, and can detect hidden and *invisible* creatures within 4". They can also see through all *illusions*.

Auraks have several natural defenses that they can invoke at will. They can turn *invisible* once each turn until they attack. They can *polymorph self* into the shape of any animal their size, three times per day. But the most diabolical ability is to *change self* three times per day to resemble any individual human or humanoid and to perfectly imitate its voice. This effect only lasts for 2d6 + 6 rounds.

Auraks have three modes of attack. They can generate blasts of energy from each of their hands (1d8 + 2 damage with each), striking targets up to 6" distant. When using *change self*, they appear to be using the appropriate weapon, but are really attacking with energy blasts. They also may attack with claws and fangs (1d4/1d4/1d6). Three times per day they can breathe a noxious cloud (5-foot range). Victims caught in the cloud must save vs. breath weapon for half damage or suffer 20 points of damage and be blinded for 1d4 rounds.

Auraks can also cast two spells each of 1st to 4th-level magic-user spells. Their preferred spells include these: *enlarge, shocking grasp, ESP, stinking cloud, blink, lightning bolt, fire shield*, and *wall of fire*.

The Auraks' most insidious power is mind control. They can use *suggestion* once per turn at will, but they must concentrate. And once per day they may *mind control* one creature of equal or fewer hit dice for 2d6 rounds through unbroken concentration. *Mind control* lets the caster control the actions of the target as if it were his own body. The target may try to save vs. breath weapon to avoid the effect.

When an Aurak reaches 0 hit points, it does not die, but immolates itself with eerie green flames and enters a fighting frenzy (+2 to hit damage damage). Anyone attacking it suffers 1d6 points of damage each round from the flames, unless a save vs. petrify is made. Six rounds later, or when the creature reaches -20 hit points, it transforms into a whizzing ball of lightning, striking as a 13-HD monster and causing 2d6 points of damage to those struck. Three rounds later it explodes with a thunderous boom, stunning all within 10 feet for 1d4 rounds (2d4 if underwater) and causing 3d6 points to all within 10 feet (no save allowed). Any items within range must save vs. crushing blow or be destroyed.

BAAZ

FREQUENCY:	*Uncommon*
# APPEARING:	*2d10*
ARMOR CLASS:	*4*
MOVE:	*6"/15"/18"*
HIT DICE:	*2*
% IN LAIR:	*5%*
TREASURE TYPE:	*J, K, L, U*
# ATTACKS:	*2 or 1*
DAMAGE:	*1d4/1d4 or by weapon*
SPECIAL ATTACKS:	*None*
SPECIAL DEFENSES:	*None*
MAGIC RESISTANCE:	*20%*
INTELLIGENCE:	*Average*
ALIGNMENT:	*Lawful Evil (Chaotic)*
SIZE:	*M (5 1/2 ft.)*
PSIONIC ABILITY:	*Nil*
XP VALUE:	*81 + 1/hp*

Baaz are the smallest of their species and are the most plentiful of the draconians. They are the Dragon Highlords' common ground troops At the bottom of the draconian social order, these draconians often tend to be chaotic in nature and self serving when they can get away with it.

Baaz are often encountered in disguise. They conceal their wings under robes and, wearing a large hood and mask, can pass through civilized lands as spies.

When a Baaz reaches 0 hit points, it turns into a stone statue The person who struck the death blow must make a Dexterity Check at -3 or his weapon is stuck in the statue. The statue crumbles to dust within 1d4 rounds, freeing the weapon. Its armor and weapons remain.

BOZAK

FREQUENCY:	*Uncommon*
# APPEARING:	*2d10*
ARMOR CLASS:	*2*
MOVE:	*6"/15"/18"*
HIT DICE:	*4*
% IN LAIR:	*15%*
TREASURE TYPE:	*U*
# ATTACKS:	*2 or 1*
DAMAGE:	*1d4/1d4 or by weapon*
SPECIAL ATTACKS:	*Spells*
SPECIAL DEFENSES:	*Saves at +2*
MAGIC RESISTANCE:	*20%*
INTELLIGENCE:	*High*
ALIGNMENT:	*Lawful Evil*
SIZE:	*M (6 ft. +)*
PSIONIC ABILITY:	*Nil*
XP VALUE:	*175 + 4/hp*

Bozaks are magic wielders and can cast spells as 4th-level magic-users. Very intelligent, they are cruel and cunning warriors, sparing a life only if it benefits them.

Their favored spells: *burning hands, enlarge, magic missile, shocking grasp, invisibility, levitate, stinking cloud,* and *web.*

When a Bozak reaches 0 hit points, its scaly flesh shrivels and crumbles from its bones in a cloud of dust. Then the bones explode, causing 1d6 points of damage to all within 10 feet (no saving throw).

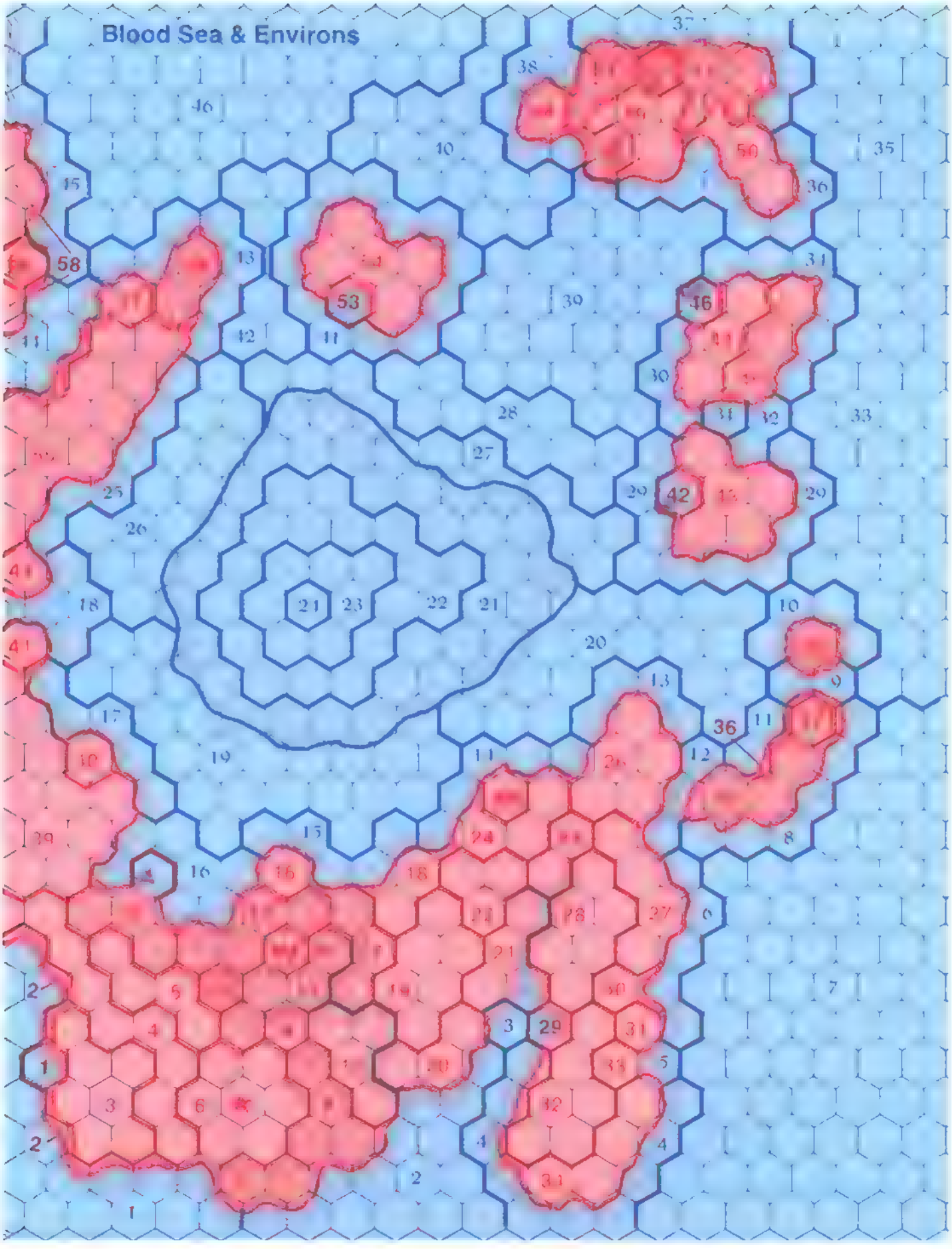
KAPAK

FREQUENCY:	*Uncommon*
# APPEARING:	*2d10*
ARMOR CLASS:	*4*
MOVE:	*6"/15"/18"*
HIT DICE:	*3*
% IN LAIR:	*15%*
TREASURE TYPE:	*K, L, M*
# ATTACKS:	*1*
DAMAGE:	*1d4*
SPECIAL ATTACKS:	*Poison*
SPECIAL DEFENSES:	*Acid Pool*
MAGIC RESISTANCE:	*20%*
INTELLIGENCE:	*Average*
ALIGNMENT:	*Lawful Evil*
SIZE:	*M (6 ft.)*
PSIONIC ABILITY:	*Nil*
XP VALUE:	*105 +3/hp*

Kapaks are distinguished by their venomous saliva, which *paralyzes* victims for 2d6 turns if they fail to save vs. poison. They often lick their weapons (takes one round) before attacking This venom lasts three rounds

Kapaks are larger than Baaz and often bully and abuse their smaller cousins. Because of the Kapak's venomous nature, the Dragon Highlords employ these draconians as assassins as well as warriors Kapak are sly and conniving, seeking to lure prey into traps and tripping foes to gain an advantage

When a Kapak reaches 0 hit points, its body instantly dissolves into a 10-foot-wide pool of acid All within the acid pool take 1d8 points of damage each round they remain there. The acid evaporates in 1d6 rounds. All items possessed by the Kapak are useless.


Blood Sea & Environs

COMBINED MONSTERS STATISTICS CHART

NAME	AC	MV	HD	hp*	#AT	DMG	SA	SD	AL	THACO	BOOK
Barracuda, Giant	6	//30"	5	22	1	3d4	None	None	N	15	M[illegible]
Beetle, Boring	3	6"	5	20	1	5d4	None	None	N	15	M[illegible]
Buffalo	7	15"	5	28	2	1d8/1d8	Charge 3d6	Head AC 3	N	15	M[illegible]
Crayfish, Giant	4	6"//12"	4 + 4	30	2	2d6/2d6	None	None	N	15	M1 15
Death Statue	5	6"	9 + 9	50	1	1d6 + 3	Blinds	+ 1 wpn to hit	CE	8	DL12
Dolphin **	5	//30"	2 + 2	10	1	2d4	None	Save as F4	LG	16	M1 25
Draconian, Aurak	0	15"	8	49	2 or 1	3-10/3-10	Spells	See DL12	LE	10	DL12
Draconian, Baaz	4	6"/[15"]/18"	2	12	1 or 2	1d8 or 1d4/1d4	None	See DL12	LE(C)	16	DL12
Draconian, Bozak	2	6"/[15"]/18"	4	22	1 or 2	1d8 or 1d4/1d4	Spells	See DL12	LE	15	DL[illegible]
Draconian, Kapak	4	6"/[15"]/18"	3	18	1	1d4	Paralysis	See DL12	LE	16	DL12
Dragon, Amphi	5	6"#18//12"	7	49	3	2-5/2-5/3d6	See DL12	See DL12	NE	13	DL12
Dragon, Blue	2	9"/24"	8	40	3	1d6/1d6/3d8	Breath (40)	None	LE	12	M1 31
Dragon, Blue (Skie)	2	9"/24"	9	63	3	1d6/1d6/3d8	Breath (63)	Spells	LE	12	M[illegible]
Dragon, Bronze	0	9"/24"	9	72	3	1d6/1d6/4d6	Breath (72)	Spells	LG	12	M[illegible]
Dragon, Sea	0	3"//9"	13	65	3	2d6/2d6/4d8	Breath (65)	None	NE	9	DL[illegible]
Dwarf	4	6"	2	12	1	2d4	+1 vs ogre races	Save +4 1v1s	NG	16	M1 35
Eel, Giant	6	//9"	5	25	1	3d6	None	None	N	15	M1 36
Elf, Sea	5	9"//12"	2+2/4+4	9/20	1	1d10	See DL12	See DL12	CG	16/15	DL12
Elf, Wild	6	15"	2+2/6+6	11/28	1	1d8	+1 w/bow & spear	See M2	LG	16/13	M[illegible]
Ettin	3	12"	10	55	2	2d8/3d6	None	Surprised on a 1	CE	10	M1 [illegible]
Gargoyle	5	9"/15"	4 + 4	26	4	1d3/1d3/1d6/1d4	None	+1 wpn to hit	CE	15	M1 [illegible]
Ghast	4	15"	4	23	3	1d4/1d4/1d8	See M1	See M1	CE	15	M1 33
Ghoul (Lacedon)	6	9"//9"	2	13	3	1d3/1d3/1d6	Paralyzation	See M1	CE	16	M1 33
Hag	7	9"//15"	3	20	1	1d4	See M1	See M1	CN	15	M1 86
Hell Hound	4	12"	7	39	1	1d10	Breath (7hp)	See M1	LE	13	M[illegible]
Hobgoblin (Koalinth)	5	9"	1 + 1	8	1	1d8 + 1	None	None	LE	18	M1 [illegible]
Jellyfish	9	//1"	4	30	1	1d10	Paralyzation	See M1	N	15	M1 [illegible]
Kender	7	9"	2/4	9/18	1	1d6 or 2-5	+3 w/sling & bow	Save +4 1v1s	CN	16/15	M1 50
King of the Deep	−5	3"//18"	80	640	8	1d6 + 7 (x8)	See DL12	See DL12	CE	4	DL12
Leucrotta	4	18"	6 + 1	29	1	3d6	None	Kick in retreat	CE	13	M1 60
Lion, Spotted	5	12"	6 + 2	32	3	1d4/1d4/1d12	Rear claws	Surprised on a 1	N	13	M1 61
Men, Common	8	12"	F1	7	1	1d8	None	None	V	20	M1-66
Men, Guard	4	12"//6"	F3	20	1	1d8 + 1	None	None	V	18	M1-66
Men, Warrior	2	9"	F5	30	1	1d8 + 2	Bash, 1d6 + 1	Save +2	V	16	M1-66
Mermen	7	1"//18"	1 + 1	7	1	1d8	None	None	N	18	M1-70
Minotaur, Bloodsea	4	12"	8 + 4	48	2	2d4 or 1d10+2	None	Surprised on a 1	NE	12	DL11
Naga, Spirit	4	12"//6"	9	53	1	1d3	See M1	None	CE	12	M1-72
Ochre Jelly	8	3"	6	36	1	3d4	None	See M1	N	12	M1-75
Ogre Chieftain	5/4	9"	4+1/7	20/36	1	1d10 or 2d6+2	None	None	CE	15/13	M1-75
Prickleback	7	//12"	4 + 4	18	4	1d6 (x4)	Delirium	See DL12	N	15	DL12
Ray, Manta	6	//18"	8	48	2	3d4/2d10	See M1	None	N	12	M1-81
Salmon, School	9	//15"	1 each	5 each	10	1 (x10)	None	None	N	19	DL12
Sea Serpent, Giant	2	//15"	30	135	2	1d10/3d12	None	None	N	7	M1-88
Sirine	3	12"//24"	7	37	1	1d6 + 1	See M2	See M2	NG	13	M2-109
Sky Fisher	3	3"/24"	4	26	1 or 2	3-10 or 1d6/1d6	Dive	None	N	15	DL12
Slig/Ghaggler	3/0	9"//15"	3+3/9	18/66	1/2	3-8	See DL12	See DL12	LE	16/12	DL12
Slug, Giant	8	6"//12"	12	88	1	1d12	Spit acid	See M1	N	9	M1-88
Spectre	2	15"//30"	7+3	36	1	1d8	Energy drain	+1 wpn to hit	LE	13	M1-89
Spider, Whisper	4	9"*12"//6"	8 + 8	62	1	2d6	See DL12	See DL12	CE	10	DL12
Taer, Forest	4	18"	5	25	3	1d4/1d4/1d8	Stench	Immune to cold	N	15	M2 117
Umber Hulk	2	6"(1"6")	8 + 8	64	3	3d4/3d4/2d5	Confusion	None	CE	10	M1-98
Undead, Beast	6	9"//9"	12 + 12	108	3	2-9/2-9/3d8	See DL12	See DL12	NE	8	DL12
Willow, Black	2	1/4"	16	90	10	1d4 (x10)	See M2	See M2	N(E)	7	M2-126
Wolf, Dire	6	18"	3 + 3	21	1	2d4	None	None	N(E)	16	M1-101
Wolverine, Giant	4	15"//9"	4+4	32	3	2-5/2-5/2d4	Musk	None	N(E)	11	M1 101
Wraith	4	12"//24"	5 + 3	39	1	1d6	Energy drain	See M1	LE	15	M1-102

*** Typical hit points are listed here. DM may toughen or weaken

** If transformed Dargonesti they retain their HD and hp

AC = Armor Class
Dmg = Damage
G = Good
M1 # = Monster Manual page
# = Move when hopping
N = Neutral
r = Turns
AL = Alignment
E = Evil
HD = Hit Dice
M2 # = Monster Manual II-page
/ = Move when flying
r = Rounds
THACO = Base number to hit AC 0
#AT = Number of Attacks per Round
(E) = Evil tendencies
hp = Hit Points
MV = Movement rate
= Move when swimming
SA = Special Attacks
V = Varies
C = Chaotic
F# = Fighter Level #
L = Lawful
* = Move in web
( ) = Move when burrowing
SD = Special Defenses

DragonLance®

CUT OUT CARDS

Character Cards

Tanis *9th-level Half-Elf Fighter*

STR 16 WIS 13 CON 12 THACO 11
INT 12 DEX 16 CHR 15 AL NG HP 65

AC 4 (*Leather Armor* +2, DEX bonus)

WEAPONS #AT 3/2
Longsword +2 (3-10/3-14)
Longbow, quiver w/ 20 arrows (1-6/1-6)
Dagger (1-4/1-3)

EQUIPMENT As selected by player, 500 stl/1000 gpw maximum

LANGUAGES Common Qualinesti Elf, Hill Dwarf Plainsman

See back of card for more information

Goldmoon *9th-level Human Cleric*

STR 12 WIS 16 CON 12 THACO 16
INT 12 DEX 14 CHR 17 AL LG HP 42

AC 5 (Leather Armor, *Cloak of Protection* +3)

WEAPONS War Hammer (2-5/1-4), *Staff of Striking/Curing* (4-9/4-9)

EQUIPMENT *Medallion of Faith*, (see Treasures), Golden Circlet, other as selected by player, 500 stl/1000 gpw maximum

Languages: Common, Plainsman, Hill Dwarf, Qualinesti Elf

See back of card for more information

Caramon *1 th-level Human Fighter*

STR 18/63 WIS 10 CON 17 THACO 11
INT 12 DEX 11 CHR 15 AL LG HP 89

AC 3 (*Chain Mail* +1 and shield)

WEAPONS #AT 3/2
Lungsword +1 (2-9/2-13)
Spear (1-6/1-6)
Dagger (1-4/1-3)

EQUIPMENT As selected by player 500 stl/1000 gpw maximum

LANGUAGES Common, Plainsman

See back of card for more information

Riverwind *9th-level Human Ranger*

STR 18/35 WIS 14 CON 13 THACO 11
INT 13 DEX 16 CHR 13 AL LG HP 52

AC 3 (Chain Mail, DEX Bonus) #AT 3/2

WEAPONS Dagger +1 (2-5/2-4), *Longsword* +2 (3-10,3-14), Short Bow, quiver w/ 20 arrows (Weapon Specialization in bow #AT 3), *Flute of Wind Dancing*

SPELLS Druid 1st Lvl: 1

EQUIPMENT As selected by player, 500 stl/1000 gpw maximum

LANGUAGES Common, Plainsman, Hill Dwarf, Qualinesti Elf

See back of card for more information

Raistlin *7th-level Human Magic-User*

STR 10 WIS 14 CON 10 THACO 19
INT 17 DEX 16 CHR 10 AL N HP 22

AC 5 (*Staff of Magius*, DEX bonus)

WEAPONS *Staff of Magius* +2 (1-8/1-8) +3 Protection, Can cast Continual Light and Feather Fall once per day)
Dagger (1-4/1-3)

SPELLS (See Spell Book in Treasures)
1st: 4 2nd: 3 3rd: 2 4th: 1

EQUIPMENT *Dragon Orb*, *Brooch of Imog* As selected by player, 500 stl/1000 gpw

LANGUAGES Common, Magius, Qualinesti

See back of card for more information

Tika Waylan *7th-level Human Fighter*

STR 14 WIS 12 CON 13 THACO 14
INT 9 DEX 16 CHR 14 AL NG HP 45

AC 1 (Plate Armor and shield; DEX Bonus)

WEAPONS #AT 3/2 Dagger (1-4/1-3), Short Sword +2 (3-8/3-10) Shield bash (1-6/1-6)
Heavy Frying Pan (1-6/1-4)

EQUIPMENT As selected by player, 500 stl/1000 gpw maximum

LANGUAGES Common, Plainsman

THIEF SKILLS PP 30% OL 38%, FT/RT 30%, MS 27%, HS 20%, HN 15%, CW 87%

See back of card for more information

Serinda *5th-level Elf Fighter/6th-level Mage*

STR 9 WIS 15 CON 10 THACO 16
INT 16 DEX 13 CHR 15 AL LG HP 22

AC 1 (Splint Mail, *Cloak of Protection* +3)

WEAPONS *Dagger* +2 (3-6/3-5), *Longsword* +3 (4-11/4-15), Short Bow, (Weapon Specialization in bow; #AT 2)

SPELLS 1st: 4 2nd: 2 3rd: 2

EQUIPMENT *Ring of Projection (Project Image)*, other as selected by player, 500 stl/1000 gpw maximum

LANGUAGES Common, Silvanesti, Draconian, Qualinesti, Kenderspeak

See back of card for more information

Kronn *4th-level Kender Fighter/5th-level Thief*

STR 16 WIS 8 CON 16 THACO 18
INT 10 DEX 15 CHR 12 AL N HP 33

AC 6 (Studded leather, DEX Bonus)

WEAPONS Darts, 12 (1-3/1-2, #AT 3), *Chapak* +2 (see back of card) Weapon Specialization, #AT 3/2

EQUIPMENT As selected by player, 500 stl/1000 gpw maximum

LANGUAGES Common, Kenderspeak, Goblin, Ogre

THIEF SKILLS PP 55%, OL 47%, FT/RT 45%, MS 50%, HS 46%, HN 25%, CW 75%

See back of card for more information

Goldmoon, the last Princess of the vanished Que-Shu tribe, is the mate of Riverwind, the greatest warrior the Que Shu had ever known. Long were his trials to win her, and sad the circumstances when at last they exchanged vows. He reopened the doors to the old gods and brought her to an office higher than any she had held: first cleric to Mishakal, goddess of home, hearth, and healing. Great is Goldmoon's responsibility to protect her comrades in this struggle against evil.

Goldmoon is brave, dutiful, and deeply religious. She mourns the loss of her people. Though very much in love with Riverwind, of late he seems distant. Could her responsibilities have caused this gap? Can he not see her love and pride? Now she sympathizes with the burden that mages carry and the injustice they suffer. With great power comes great responsibility.

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Riverwind once Far Hunter for the Que-Shu tribe, is now one of the last survivors of that proud people. He is the chosen mate of chieftain's daughter, Goldmoon, first cleric of the reborn gods. He dared to love above his station, and his love was returned. His only chance to gain Goldmoon was fraught with horror and despair, but opened the door to the old gods.

A man of few words and quick action, Riverwind is an imposing figure. But now that Goldmoon is his, doubt gnaws at him. Can he ever really rise above his status? Is not Goldmoon still the chieftain's daughter and he her's to command?

Riverwind has sworn to follow her until a final home is at last secured, and then there will be a reckoning. He is quietly proud of most of his comrades and is swift to help a comrade in need. His woodcraft is a boon to all the party. He has an abiding distrust of magic.

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Tika, a former barmaid, is the daughter of a thief and conman who disappeared when she was young. She had a brief career as a thief, but it ended when an intended victim, Otik Sandath, offered her a job instead of jail. He became the father she never knew.

Tika is brash and seems older than her 20 years, but this facade hides her naivete and vulnerability. Indeed, she has certain childlike qualities, a fascination with magic and mages, and a fear of heights due to a bad fall long ago. She is confused by romance. She dislikes boastful men and likes strong, silent types (Caramon in particular).

Tika is now a warrior, but retains her thieving skills. She knows some sleight of hand tricks. She wears a ring from her father on a necklace, her only link to her past. Tika is a capable swordswoman, but sometimes reverts to her days as a barmaid, swinging a frying pan or shield to smash her foe.

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Kronn-ahn Thistleknot is the oldest son of the kender hero Kronin. He is anxious to prove himself worthy of his father through grand deeds of daring. Kronn delights in devious battle tactics, but is slow to withdraw once engaged. Kronn is anxious to please, but easily bored.

Kronn left his homeland years ago. When the war came, he decided to return to his homeland, but cannot remember where it is. He encountered Serinda in his journeys. He enjoys her humor, and the two make a deadly, if mismatched, team when danger threatens. For some reason, kender seem as unpopular as elves in this land.

The *chapak* is a war axe with two metal prongs for use as a slingshot. The hilt is hollow ironwood, carved as a flute and doubles as a blowgun. Kronn stores 50 feet of spidersilk line in the capped hilt and can use the chapak as a grappling hook. The axe makes an eerie whistling sound when thrown.

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Tanis is a half-elven warrior with no family. Though raised by elves and enamored of Laurana, Tanis never felt one of them and thus became a wanderer. In his travels he encountered and fell in love with Kitiara, half-sister of Caramon and Raistlin. He has never gotten over Laurana or Kitiara.

Tanis is a kind man and a true friend, heroic and self sacrificing. He is torn between his human and elven halves and is given to many self doubts about his worth. Tanis trusts and supports Goldmoon. He is one of the few who can talk with Riverwind. He is proud of all his comrades and takes care to let each contribute in their own way. He tries to understand Raistlin, trusting his cynical instincts. Tanis sympathizes with the mage's hard life and worries about his inner turmoils.

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Caramon is the twin brother of Raistlin. The twins are as different as night and day. Where Raistlin is secretive and cynical, Caramon is open and trusting, cheerful and personable. They were both raised by their half-sister Kitiara, for whom they feel great warmth and loyalty. Caramon feels responsible for his brother, but doesn't understand his cynicism.

Caramon is very loyal to Tanis and Goldmoon's cause, though he finds Riverwind a bit standoffish. Caramon loves adventure and enjoys hardship, but lately he has become concerned with Tika, who is blossoming into womanhood but takes reckless chances. Someone has to watch over her.

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Raistlin is the frail twin brother of Caramon. They were both raised by their half-sister Kitiara and feel an abiding warmth and loyalty toward her. Raistlin values his brother's love but rails against his overprotectiveness. Since Raistlin lacked the might of his brother, he turned to his intelligence and became a mage. His skin is a golden hue and his hourglass shaped pupils see everything aging and decaying.

With the mantle of the mage, Raistlin assumed great responsibility to use his power to defeat the evil that has gripped the world. Lately something seems to be tearing him between his duty and his loyalty to his friends.

Raistlin is a cynic, and not overly fond of people, so he often keeps to himself. He has a strong sense of justice and does not like bullies. He likes Tika's spunk and her efforts to prove herself.

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Serinda Elderwood is a Silvanesti high elf. Her family met death at the hands of the Dragonarmy. Only because she was away in the service of a sea merchant did she escape the same fate. On her return she found that elves are hunted and that she must always be on the move.

Her recent travels brought her into the company of Kronn, an impish but stalwart kender. Kronn had been seized by wanderlust years before and had wandered far from his homeland. Now they seek to return to Kronn's home, but they are uncertain of where it lies.

Serinda is cool and at times aloof, but she has picked up some of the kender's puckish humor. Her personal tragedy has led her to tend to those in need. Serinda has a regal bearing and stature that are difficult to hide. She distrusts pirates.

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Heavy Cavalry
Light Cavalry
Chariot
Sea Dragon

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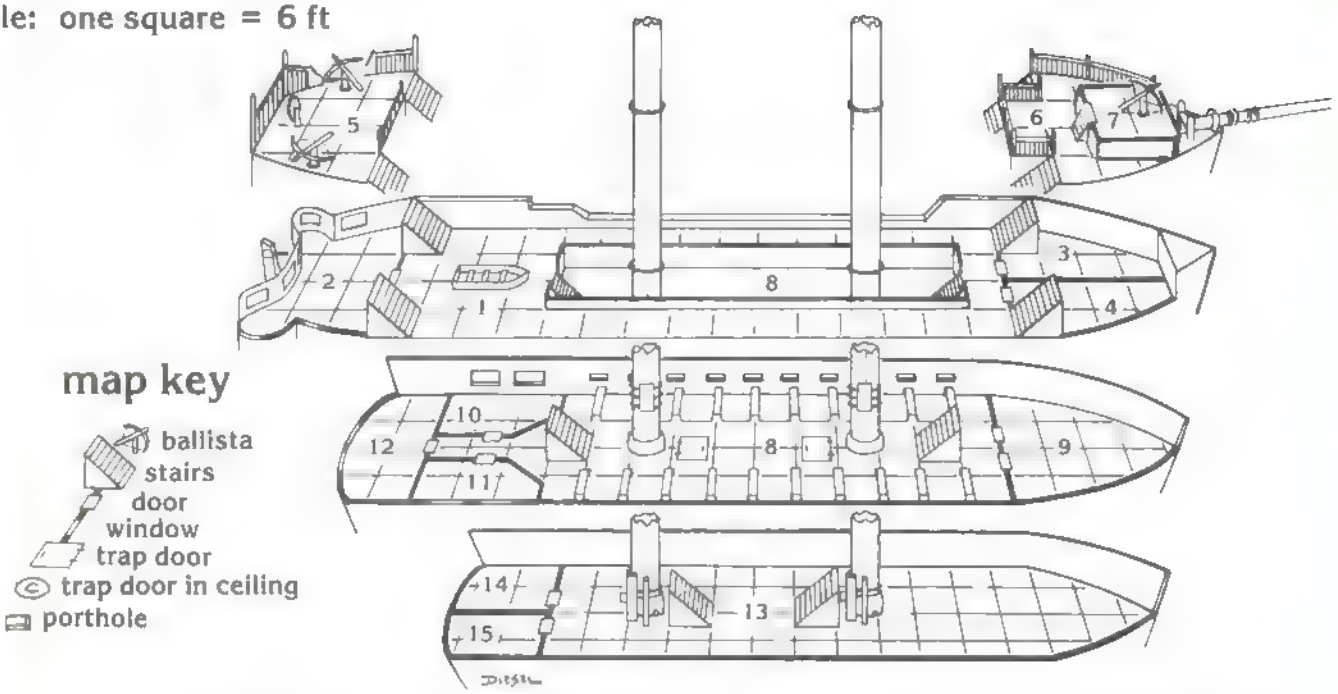
Merman
Sea Elf
Lacedon
913XXX1201

Wounded

The Perechon

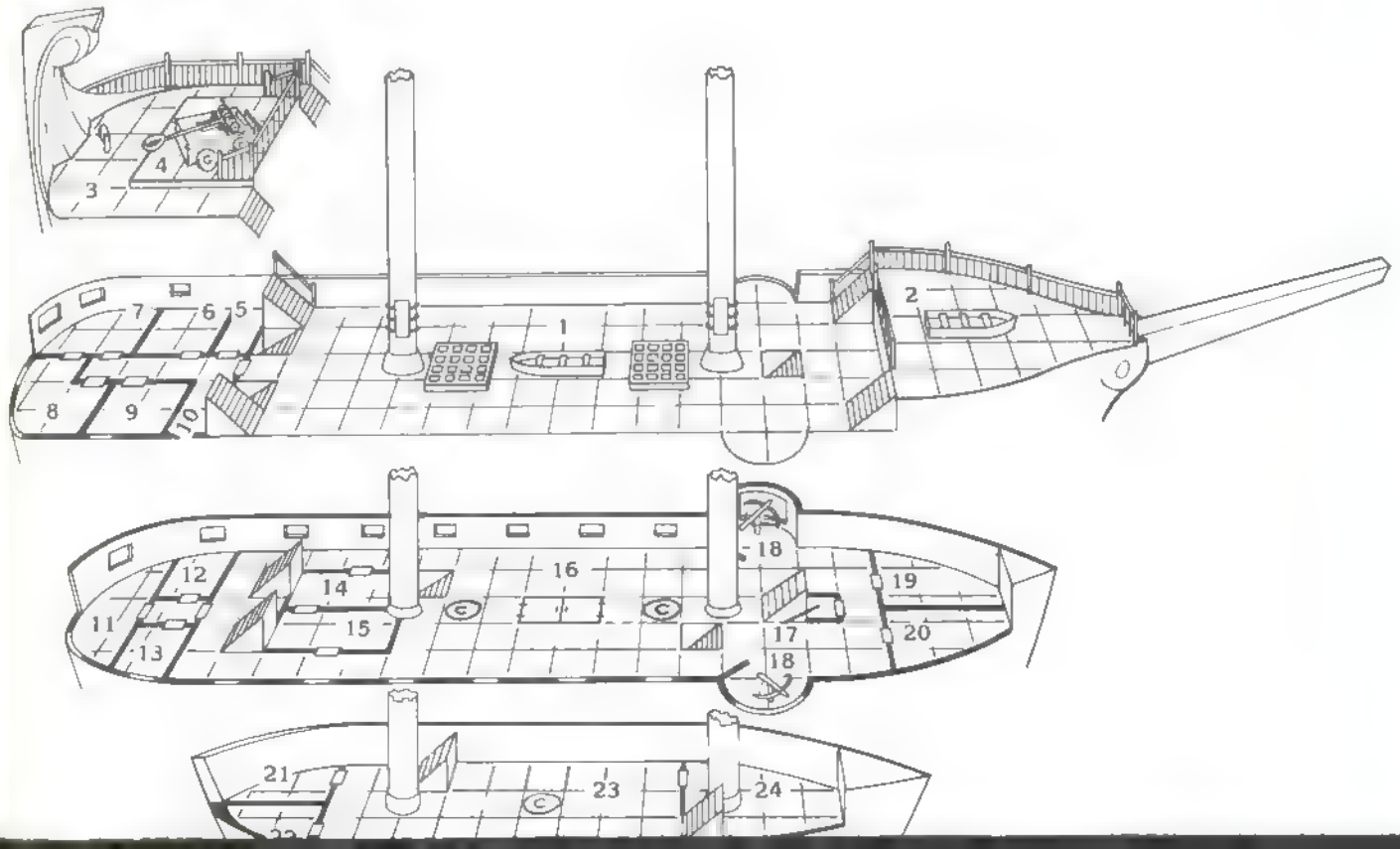
Scale: one square = 6 ft

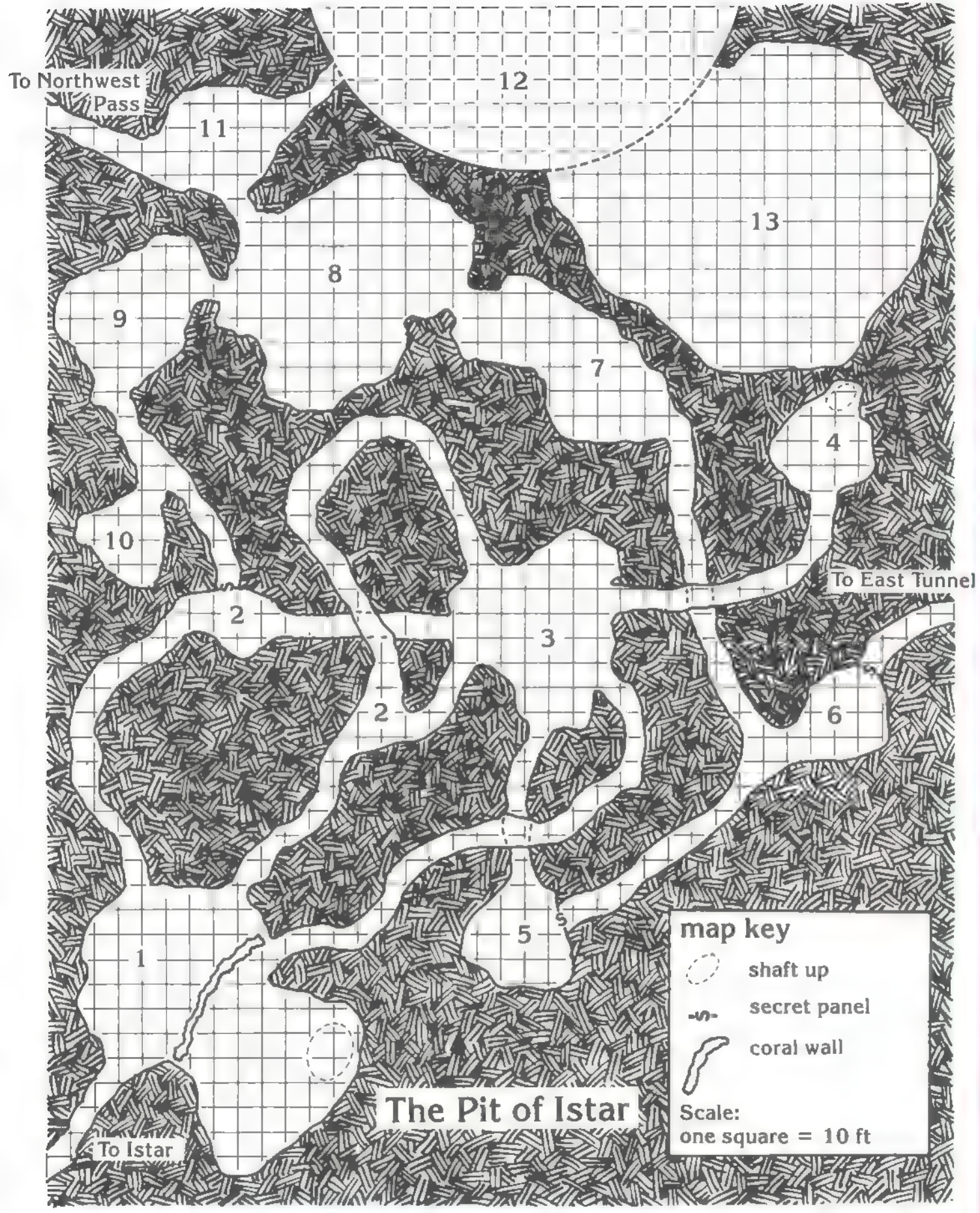


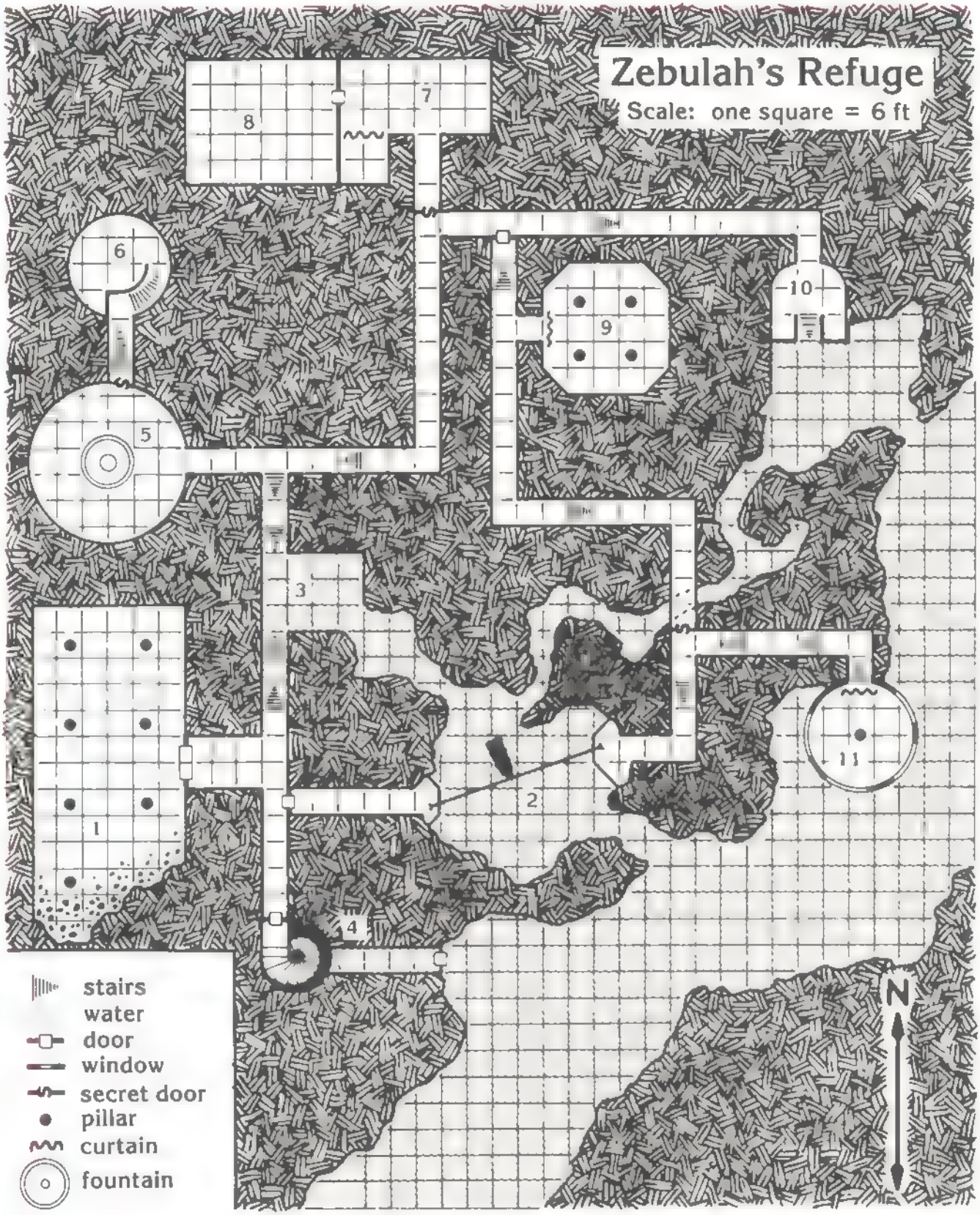
1 Main Deck
2 Maquesta's Room
3 Kitchen
4 Armory
5 Upper Aft Deck
6 Upper Bow Deck
7 Combat Turret
8 Lower Deck
9 Crew's Quarters
10 Passengers' Cabin — Port
11 Passengers' Cabin — Starboard
12 Passengers' Cabin — Stern
13 Cargo Hold
14 Prison Cell
15 Storage Area

Pirate Ship

Scale: one square = 6 ft




To Northwest Pass
12
11
13
8
9
7
4
10
To East Tunnel
2
3
2
6
5
1
map key
shaft up
secret panel
coral wall
Scale:
one square = 10 ft
The Pit of Istar
To Istar



To Nor

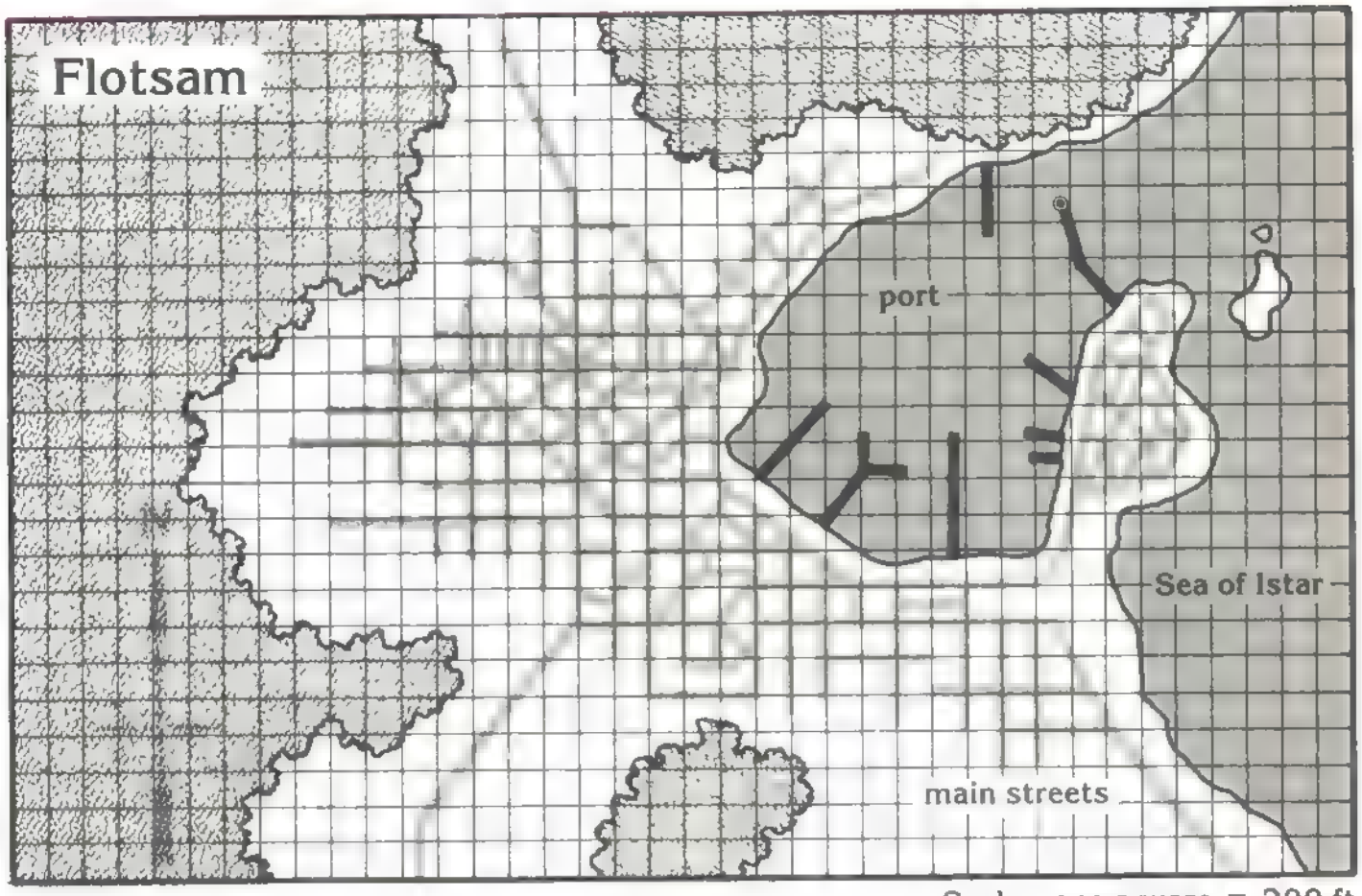
norphic Ruins

e depends on the DM's needs. Suggested scale is one square = 10 ft or 10 yds

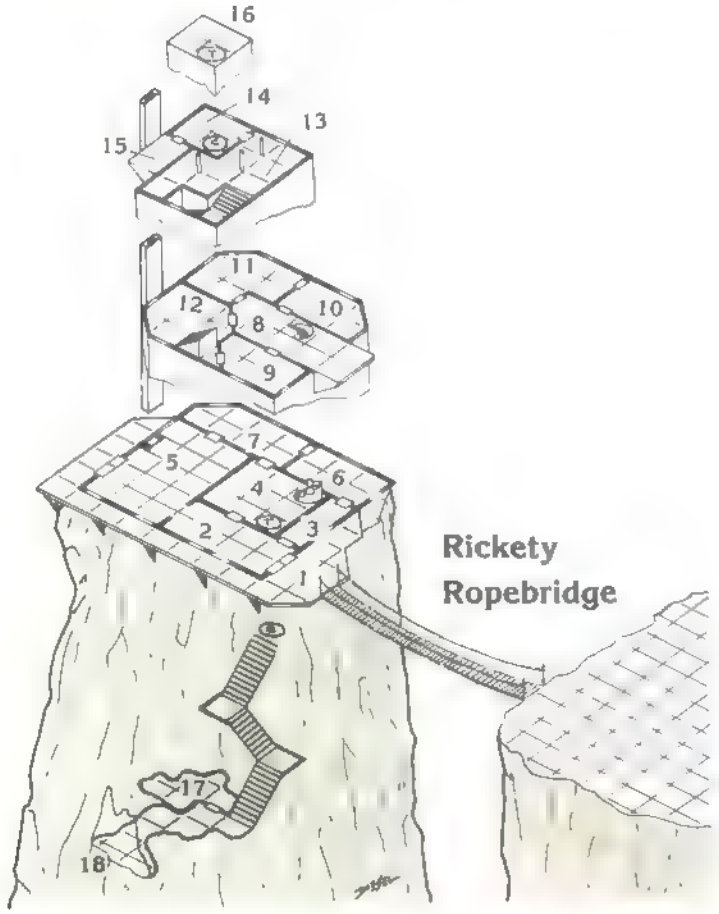
tagnant pools

river landings

tangled groves



Scale: one square = 200 ft



Master Caperling's

Scale: one square = 10 ft

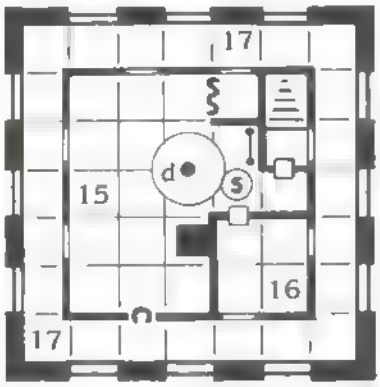
1 Front Porch, Tree + Veranda
2 Dusty Foyer
3 Hallway
4 Spiral Staircase
5 Guesting Hall
6 Library
7 Rotting Kitchen
8 Upstairs Hall + Balcony
9 Salon
10 Den
11 Guest Room
12 Bedroom
13 Attic
14 Private Study
15 Small Balcony
16 Captain's Watch
17 Root Cellar
18 Waterdraw Ledge

Geomorphic City Blocks

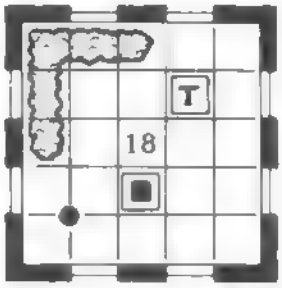
Geon

The sca

1 Main Deck (w/Cargo Bays + Lifeboat)
2 Fore Deck
3 Aft Castle
4 Catapult on Turntable
5 Armory
6 Passenger's Cabin
7 First Mate's Cabin
8 Captain's Cabin
9 Passenger's Cabin
10 Steerage
11 Galley
12 Navigator's Cabin
13 Shipwright's Cabin
14 Crew Quarters
15 Crew Quarters
16 Mid Deck
17 Larder
18 Ballista Decks
19 Surgeon
20 Ammunition
21 Brig
22 Brig
23 Cargo Hold
24 Storage/Fresh Water



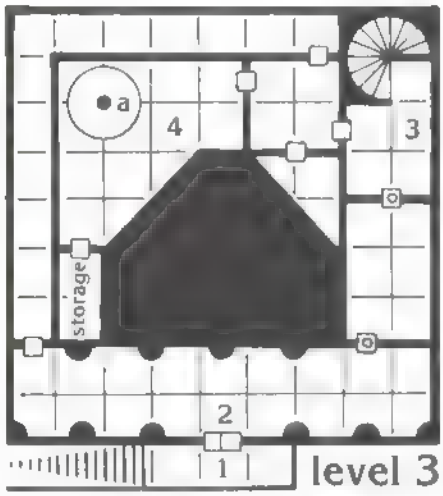
level 5



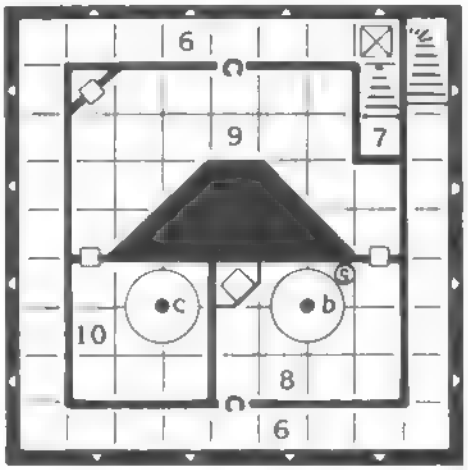
level 6

Gnome Tower

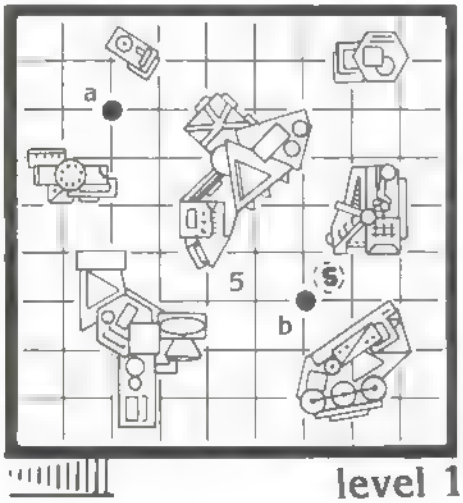
Scale: one square = 6 ft



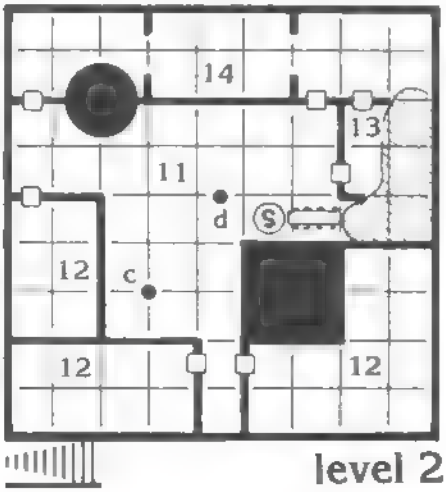
level 3



level 4



level 1



level 2

map key

- door
- double door
- open door
- concealed door
- shaft
- window
- arrow slit
- crenelation
- water
- pit
- conveyer
- machinery
- fireplace
- chimney
- ladder
- stairs
- curtain
- pole/hole in floor
- garden

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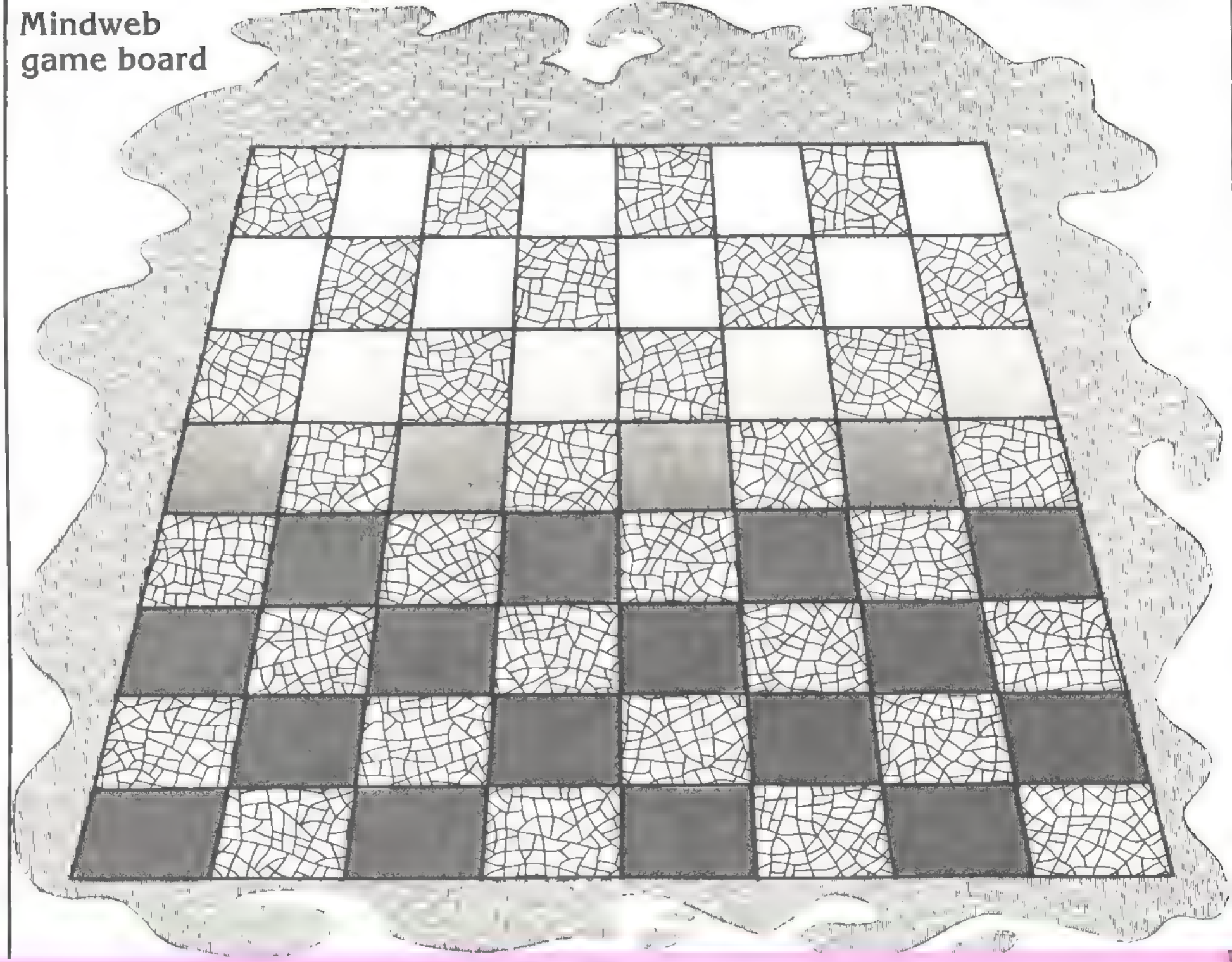
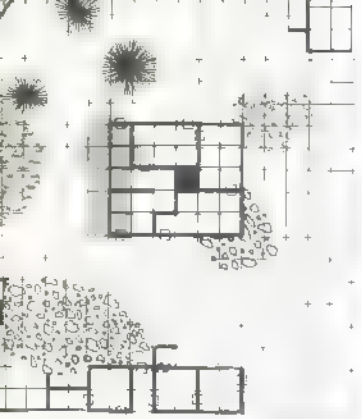
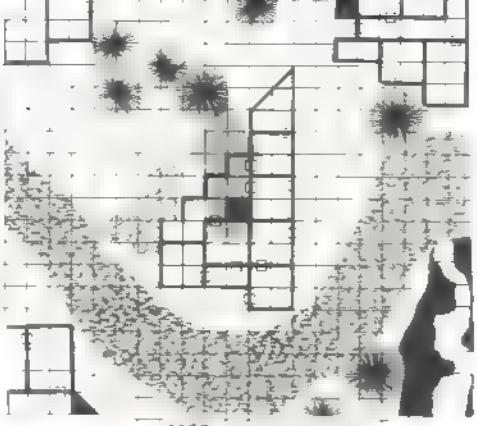
Mindweb game board

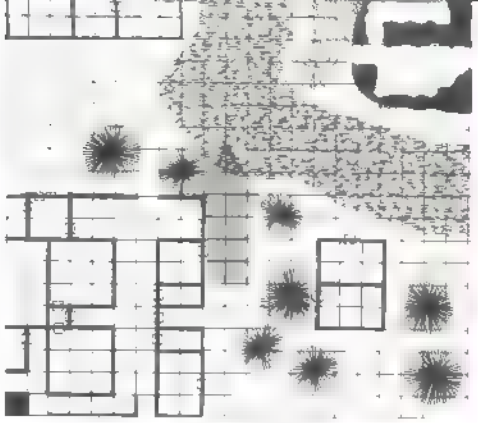




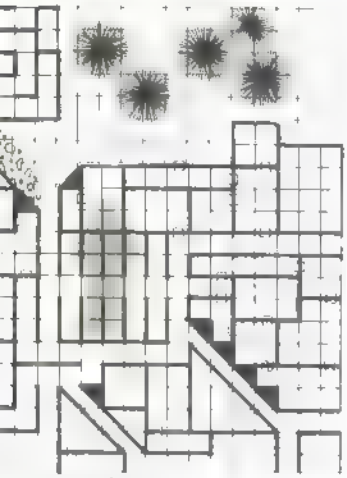
grand facade



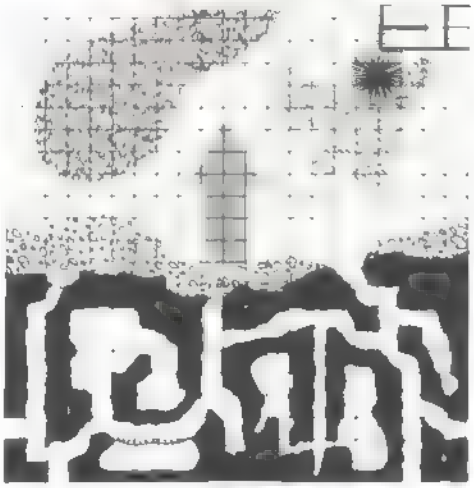
cliff entrances



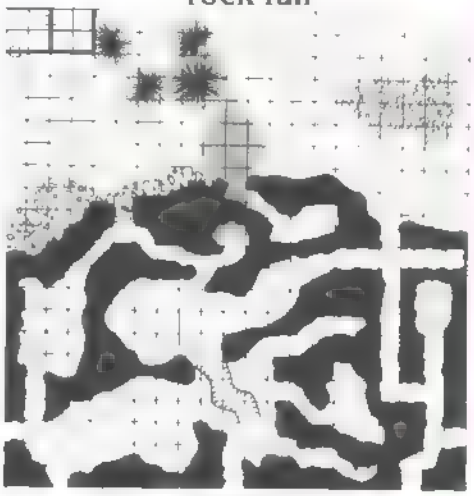
rock fall



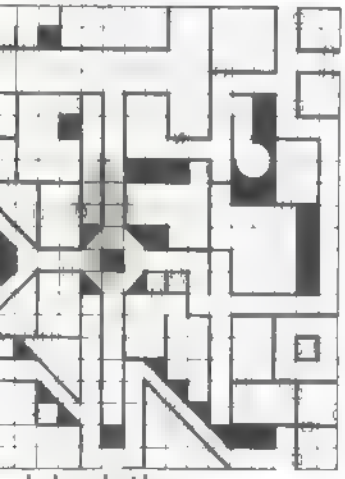
chambers



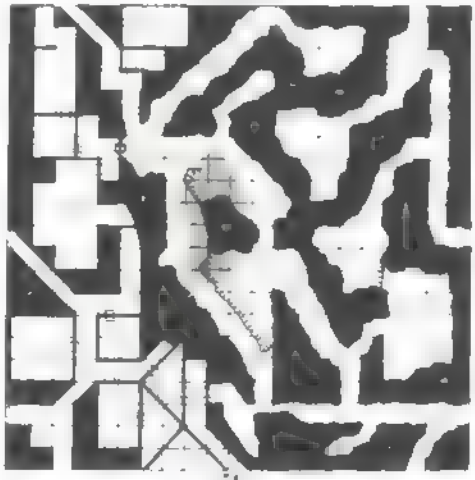
mines



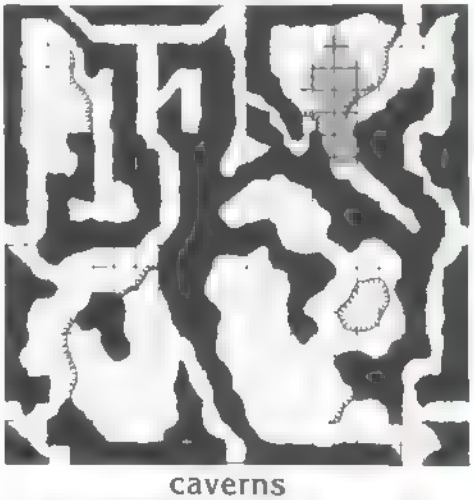
caves



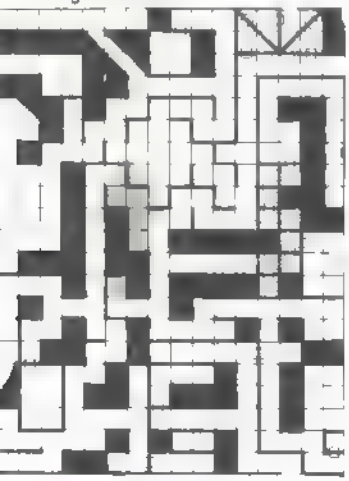
labyrinths

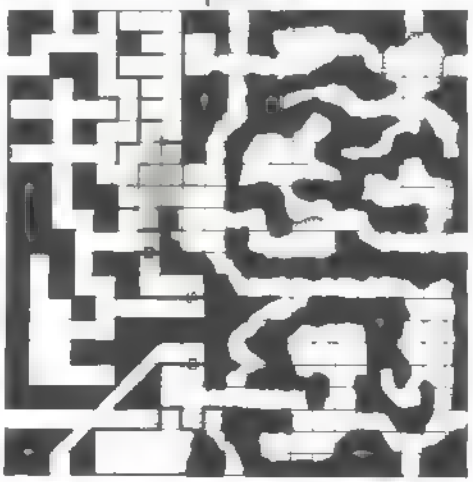


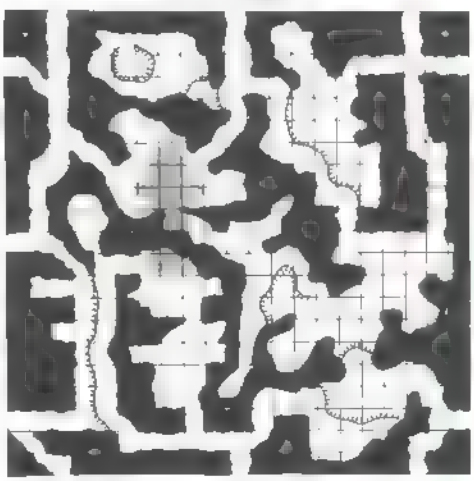
pits



caverns

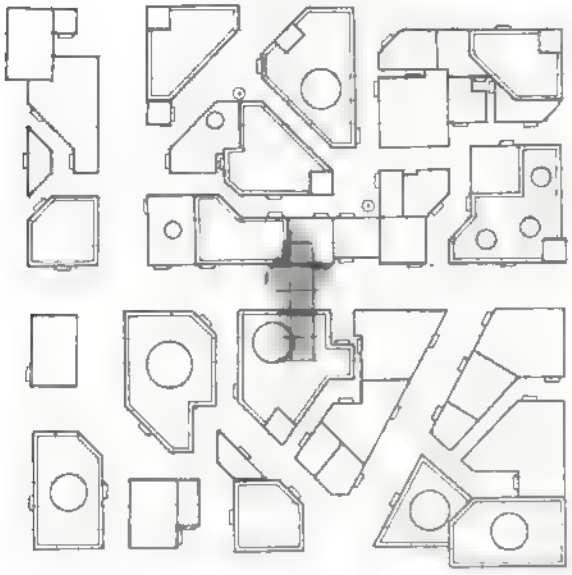




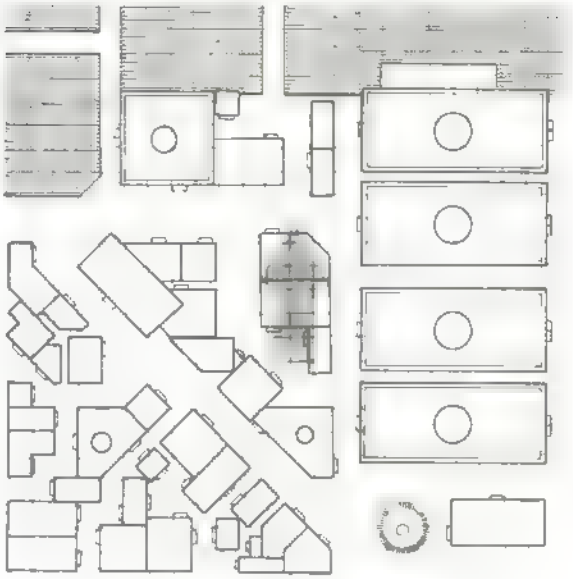


Scale: one square = 20 ft

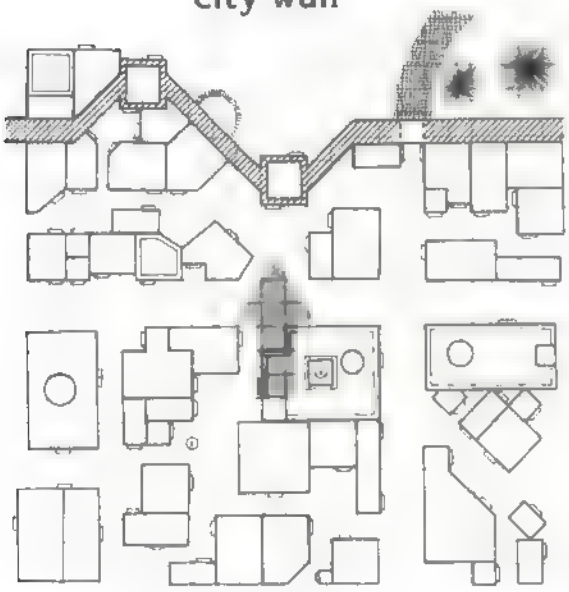
main street



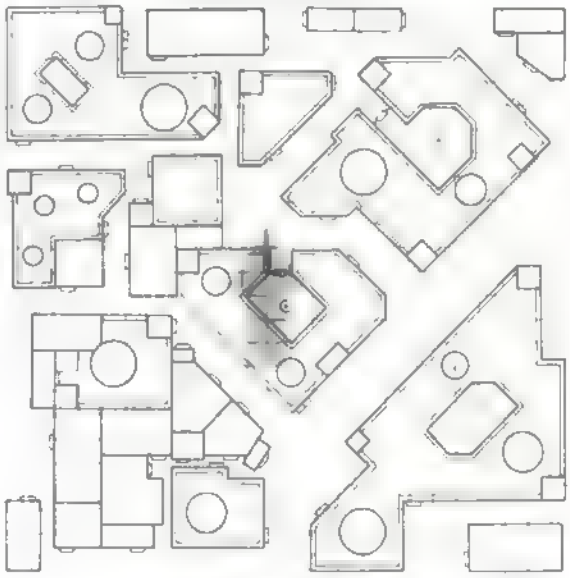
wharves and warehouses



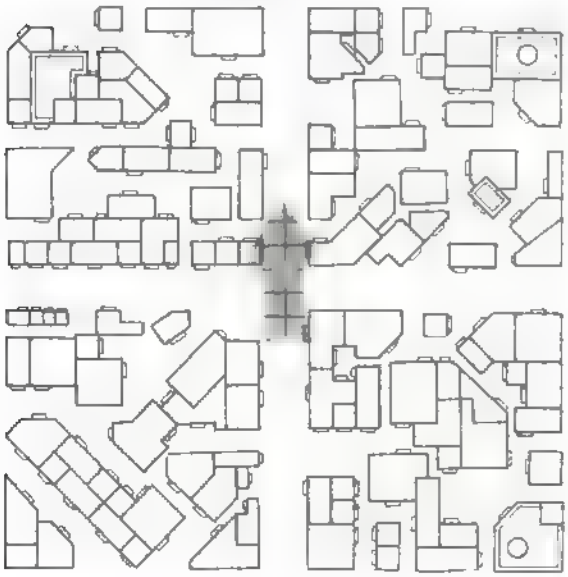
city wall



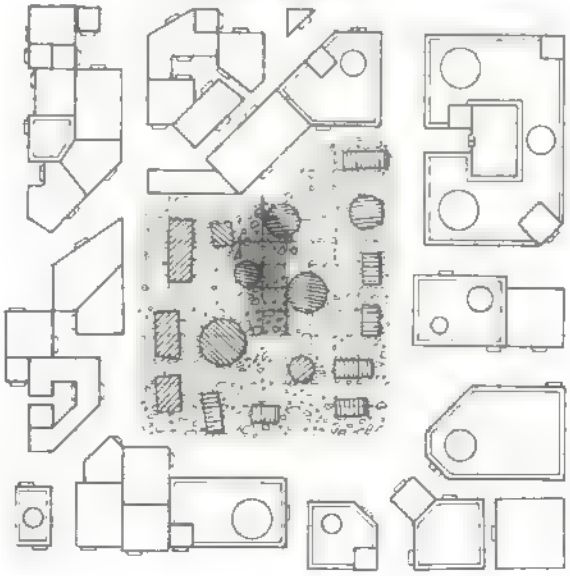
mansions

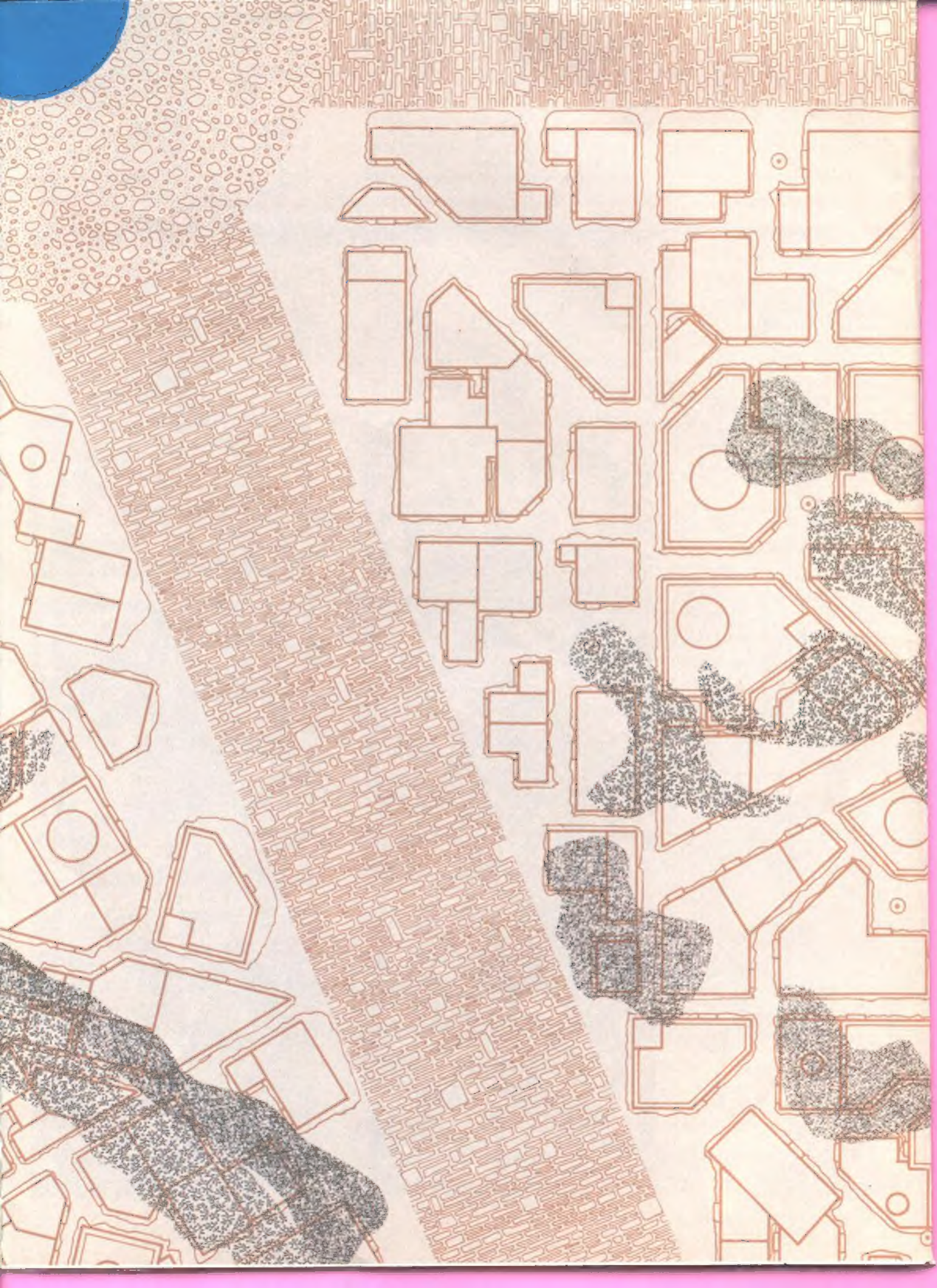


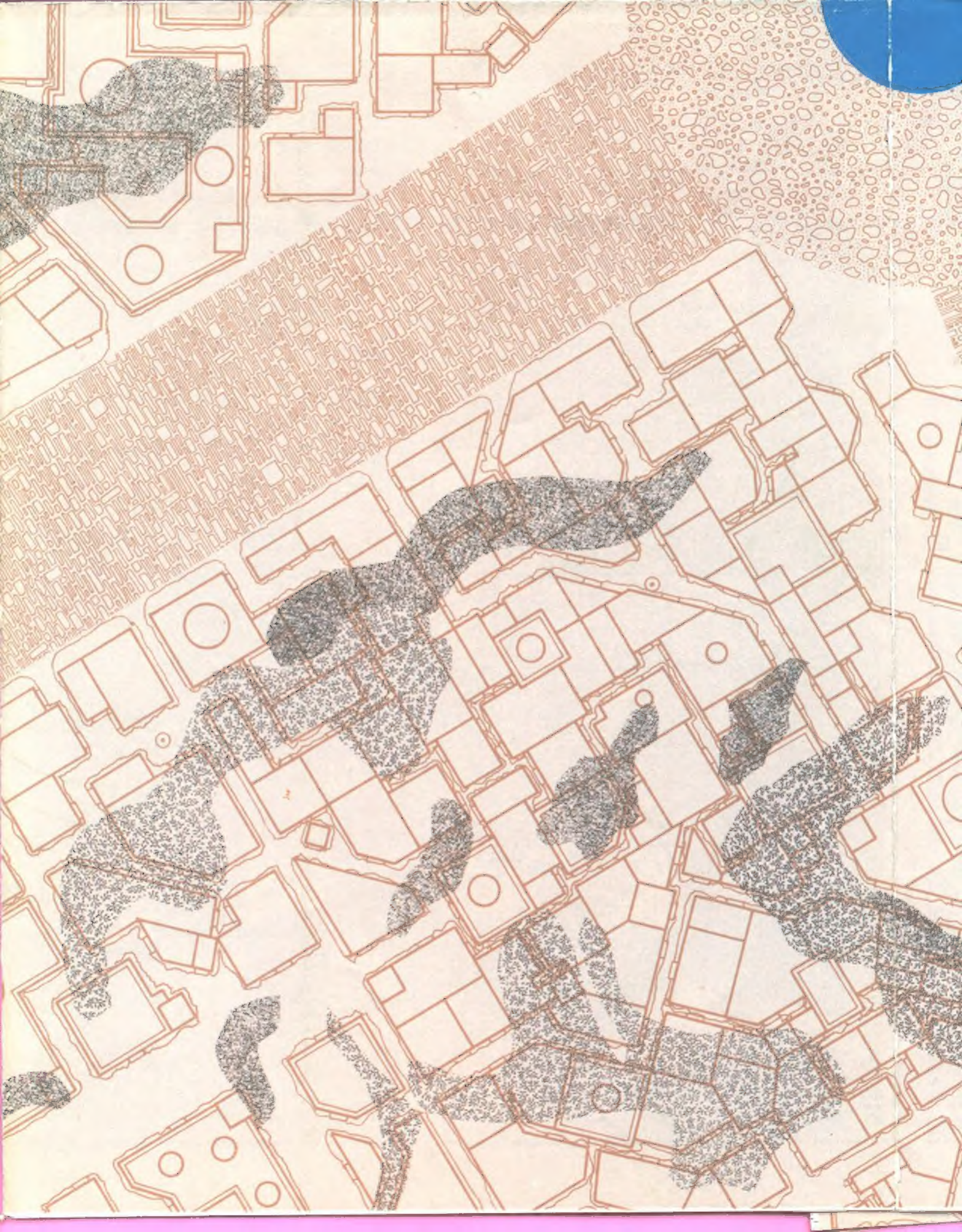
slums

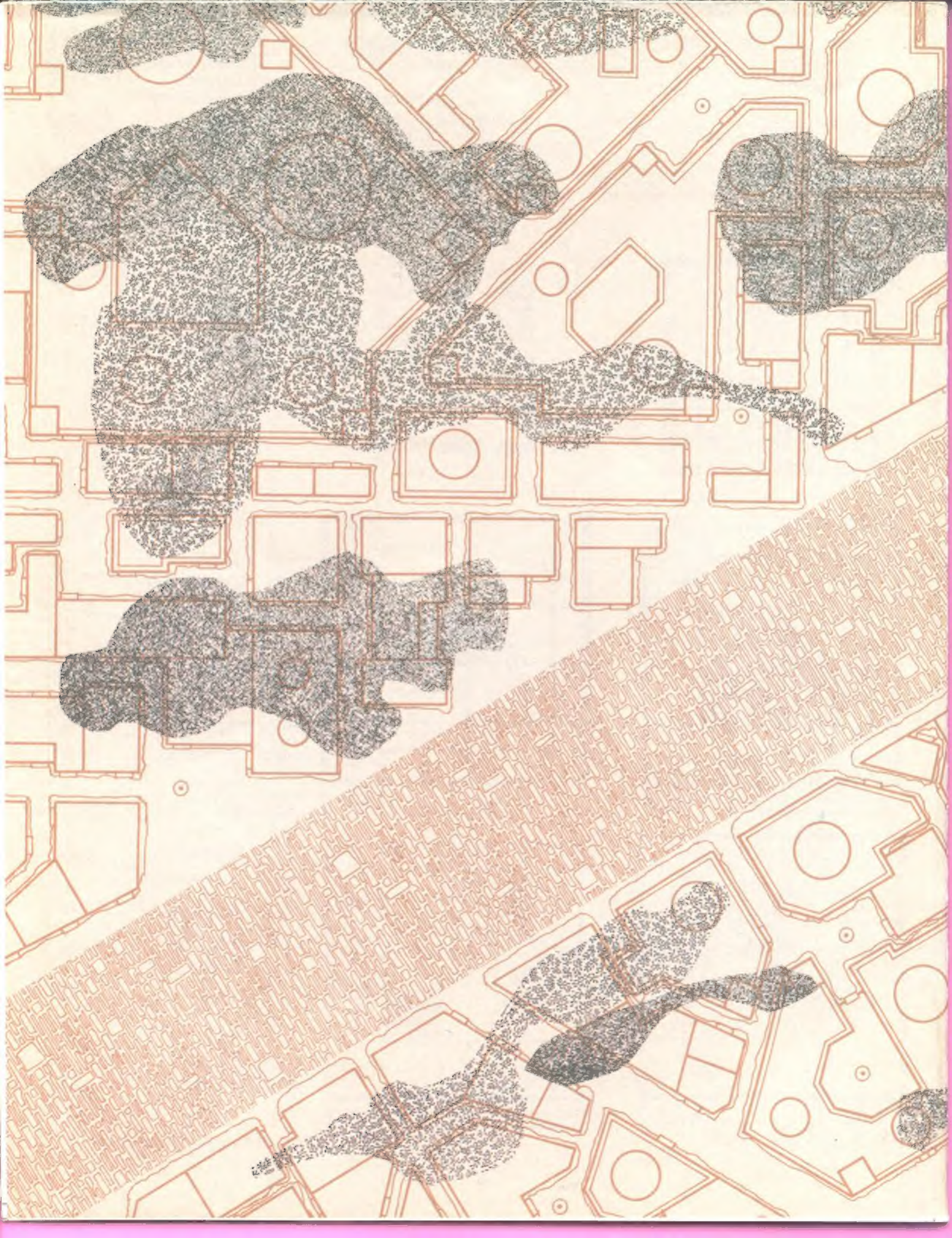


marketplace









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Official Game Adventure

Dragons of Faith

by Harold Johnson and Bruce Heard

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An Adventure for Character Levels 9-10

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